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ULTRA 64

COMPUTER AND VIDEO GAMES

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#169
DECEMBER 1995

VIRTUA FIGHTER 2
WE'RE THE FIRST UK MAG TO PLAY IT!

SEGA RALLY
HERE'S MUD IN SONY'S EYE!

DOOM
PLAYSTATION DO OR DIE?

DONKEY KONG COUNTRY 2
EXCLUSIVE PREVIEW INSIDE!

9 770261 369079 12

STREET FIGHTER ALPHA WARRIORS' DREAMS

HITS THE PLAYSTATION

NO DISC?

PLAYSTATION: RESIDENT EVIL. DARKSTALKERS. ASSAULT RIGS. TWISTED METAL.
SATURN: VIRTUA COP. VICTORY BOXING. GOLDEN AXE. GUARDIAN HEROES. THUNDERHAWK 2.
SUPER NES: DIDDY'S KONG QUEST. MEGA MAN X2. MEGA MAN 7. GIVE 'N' GO.
MEGADRIVE: EARTHWORM JIM 2. SUPER SKIDMARKS. **PC:** MORTAL KOMBAT 3. WIPEOUT. SCREAMER. EF 2000. **3DO:** PSYCHIC DETECTIVE. FOES OF ALI. **ARCADE:** FIGHTING VIPERS

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100% pure, undiluted, classic gameplay.

THE RAIDEN PROJECT ISN'T NEW. THE FIRST PART WAS RELEASED IN THE ARCADES IN 1990, THE SECOND IN 1993. BOTH CAN STILL BE FOUND THERE TODAY, HOLDING THEIR OWN ALONGSIDE THE CURRENT HIGH PROFILE ARCADE MACHINES.

THE RAIDEN PROJECT STANDS APART FROM THE CURRENT CROP OF PLAYSTATION GAMES. IT CAN AFFORD TO. RAIDEN SETS ITS OWN LIMITS, DRAWS UP ITS OWN RULES IN THIS BETTER-THAN-THOU INDUSTRY.

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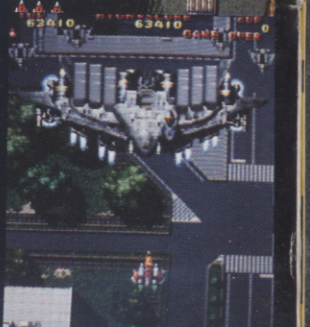
Pure...Und



"ONE OF, IF NOT THE CLASSIC ARCADE SHOOT'EM-UP OF ALL TIME. THE RAIDEN PROJECT IS QUITE SIMPLY ONE OF THE BEST ARCADE SHOOT'EM-UPS EVER CREATED." 90% GAMEPRO

iluted...Gameplay

THERE MAY BE NO WAY OF TELLING WHICH GAMES WILL BE CLASSICS BUT RAIDEN DOESN'T CARE...

R A I D E N R E M A I N S

PlayStation

ocean

Seibu Kaihatsu

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COMPUTER AND VIDEO GAMES

CONTE

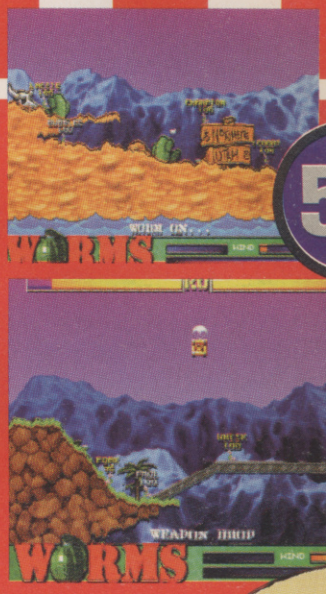
DECEMBER 1995 No. 169

DIDDY'S KONG

76

Rare are so proud of the sequel to Donkey Kong Country, they rushed over to show us the game themselves! It's stacked full of new features, and the graphical effects this time are totally magnificent!!!

WORMS



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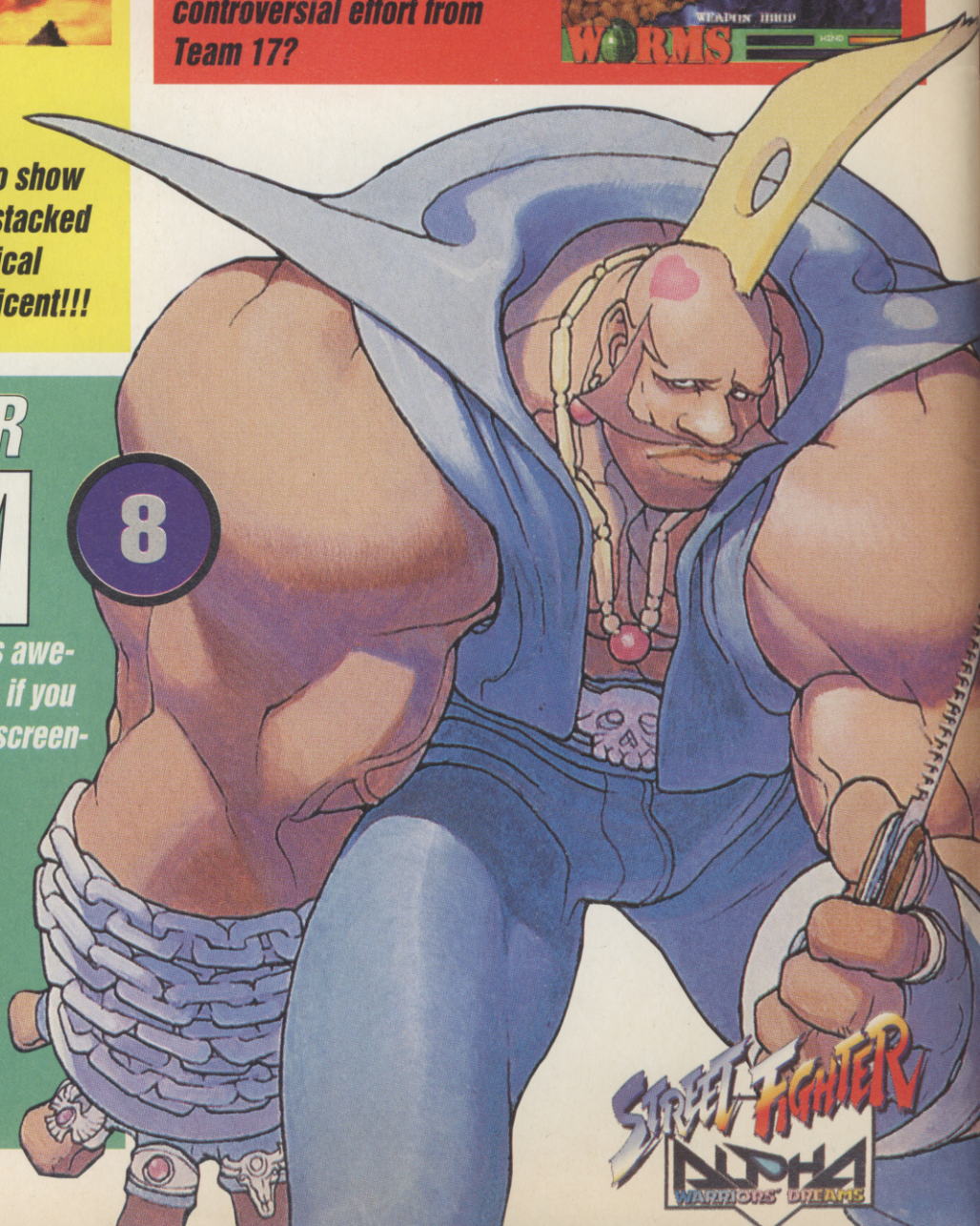
One of the greatest mysteries of all time, this one – a game that some people would die for, while others would rather die than play for even a minute. So what do we really think of this controversial effort from Team 17?

STREET FIGHTER ALPHA

8

You won't believe the quality of this awesome PlayStation conversion! Even if you do, you won't believe the amazing screenshots we have inside! Go to it!



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SATURN INVASION

Just how much impact are the new line up of Saturn games gonna make this Christmas? Well we don't mind telling you, it's about:

82 THIS MUCH!!!

Our special feature is guaranteed to make anyone who doesn't own a Saturn go green with envy – that's if you don't get car sick first! These games have to be seen to be believed.

WIN!

A 25" SONY TELLY, SATELLITE DISH, AND VIDEO RECORDER!

Konami, in association with Dixons, are giving away over £2000 worth of gear to celebrate the release of International Superstar Soccer Deluxe! Find out how to win on pages 96 and 97!

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COMPUTER AND VIDEO GAMES

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news from the front

New CVG team alert!

I didn't have opportunity to introduce myself last month, so I'll do it now: Hello, my name's Paul Davies. I play computer and video games for a living. What a skank!

Seriously, though, I took this job because there were some bad things happening to UK games mags. There seemed to be only one game (Mortal Kombat 3), one machine (PlayStation), and one vision of the future (Mortal Kombat 3 – on PlayStation.) Meanwhile the ever exciting development of the whole computer and video games scene is playing dead. Or at least hanging on to a 'Mercy'!

Of course I'm exaggerating, but the truth is no magazine is doing our namesake justice yet. And the fact is only we can.

Last month CVG promised change. Soon you're going to see it centre stage. This month it's happened behind the scenes. Allow me to introduce the team who will have the greatest effect on computer and video gaming since a certain gleam, ricocheting across Nolan Bushnell's eye. PAUL

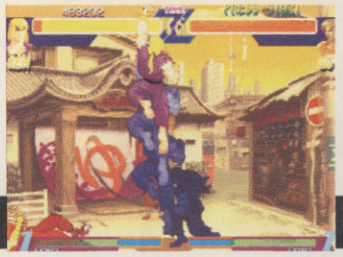
ONLY ONE MONTH UNTIL NINTENDO 'ULTRA' 64 IS REVEALED!

At long last Nintendo have released one tantalizing photograph of their 'Nintendo 64' controller. And here it is. As speculated the unit is three pronged, and features an analogue joystick in addition to the trademark cross key. Nobody is sure why two of the six buttons in the Street Fighter II formation are of a different size and colour, nor has there a reason been given for the missing Select button. What Nintendo have disclosed is that the back of the controller hides a small cartridge slot, intended to house a memory card. In addition to that, we heard rumour that the centre handle is fitted with a gun-like trigger.

A short time ago a spokesman for Silicon Graphics explained how true 64-bit gaming would change the depth of the whole gaming experience, as much as it would the look of it. This controller is indication of what he said is true. We'll know for sure on November 25th, when CVG attends the Shoshinkai show in Japan. We guarantee a full report next issue.

Though the overall look of the machine is the same, radical changes have been made to the logo. Apparently the name had to go because of legal wrangles with another Japanese firm. As for that weird, isometric 'N' there – well we actually prefer it.

RIAL



TELL US ABOUT IT!

To save on all the letters and phone calls, asking us which games we think are going to be the Next Big Thing, we've decided to turn the whole situation around. Every month we run almost every story we can get our hands on. Sometimes it's obvious (the Sega stuff), other times it's pretty obscure (Team 47 Goman from Coconuts Japan). What we need to know from you is which upcoming games do you want to know more about, and especially those you wish would hurry up and get here first! From now on CVG wants every piece of correspondence that comes our way to include a Most Wanted request, along with the name of your current Favourite Game. Once we have enough votes, we can tally them up and create some kind of chart. And we'll work on compiling a wants list of our own – letting you into a few secrets in the process maybe. You know the address.

MISSING IN ACTION

By way of explanation to those of you who buy CVG regularly. Gary Lord, once Deputy Editor, is now Production Manager. He isn't writing for the mag anymore, instead he's making sure it always goes out on time. Julie Heap, erstwhile Art Editor, is now applying her talents to designing beauty brochures for The Orient Express. As for Edward Lawrence – aka Rad Automatic – he's working on the UK's official Sega Saturn magazine.

1000 APOLOGIES

Time to own up to some horrendous mistakes which made their merry way into CVG issue #168. First of all Nintendo are giving away 100 Ultra 64's at the Shoshinkai show in November, together with 100 copies of the three games available at launch (a total of 300 carts). Not 300 Ultras as reported. Greg Staples is the conceptual artist for Gremlin's 'Loaded' – not Jay Sharples. Sorry Jay. Sorry Greg. And last, but no means least, is this fantastic list of errors to be found in the Virtua Fighter 32X review: 1. Windows '95 version avalailable? Of course not. 2. Saturn version planned? It's been available for well over a year. 3. Virtua Fighter on Game Gear? Just our little joke... (those responsible have had their Game Gears confiscated). 4. No. It's not coming out on the PlayStation!!!

PS. To those of you who are confused by the recommendation, then utter condemnation of Street Fighter II: The Movie. Let's just say the gameplay, if slow, remains true to the Street Fighter series, but the visuals are damn hard to come to terms with. Oh, and it isn't a direct port from the coin-op either (good grief).

people bits

Paul Davies
Editor

He's calm, collected and a good decision maker. Oh, and he has a long face. Only kidding. He isn't calm, collected or good at making decisions at all. When a game comes out that he likes, he loses his mind. Hands flailing, eyes rolled back, and voice like something from the Jim Henson Workshop, he'll describe the finer points of his favourite game through the art of poetry: "Look at the fantastic polygon-based worlds, scrolling by in Pseudo-3D!" And of course we all know what he means.
Paul's playlist: Wipeout, Zero Divide, Guardian Heroes

Tom Guise
Deputy Editor

Has currently served three years writing about Sega, and playing Super Mario Kart. Now he's crazy about Wipeout on PlayStation, but is telling everybody they ought to invest in a Saturn, and devote long hours to Mortal Kombat 3 on PC. Believes the first Saturn Sonic game would warrant National Holiday status. He's a fool, but at least he's honest. Depend on Tom to tell it like it is.
Tom's playlist: X-Men: Children Of The Atom, Virtua Cop Saturn

Ed Lomas
Staff Writer

The ultimate Pink Floyd fan, and gamesplayer extraordinaire. Well, he's out of the ordinary anyway. Spends all day at work with his face stuck in some game, breaks for half an hour at six, then catches the fast train home for some Pink Floyd and more games. Apparently cries himself to sleep because of Tom G's eternal ribbing about his work. Of course Tom is only reacting to Ed's prodigious gamesplaying skills.
Ed's playlist: Wipeout, Doom, EWJ2, MK3

Tom Cox
Art Editor

We don't question Tom. He just is. As a rule Tom plays any game that comes into the office, but is ever ready to abandon them all for an hour-long session on Mac-Man (feeble Macintosh version of Pac-Man). We don't question that. He just does. In coming months Tom is going to transform CVG into something that looks truly amazing. No question.
Cox's corner: Mac-Man, Apeiron

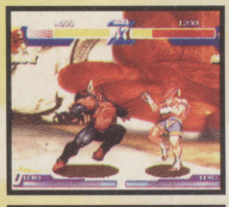
Trea Doyle
Deputy Art Editor

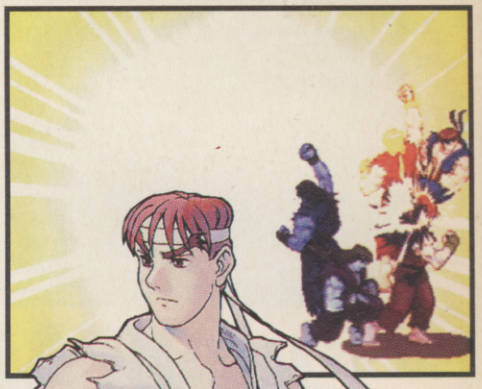
Has spent the last month patrolling Jaime's desk, to prevent him ducking out to play X-Men with 'Maximum'. This along with deciphering Ed's coded messages that are tagged onto all his copy, then transferring it neatly into pages of useful information. Tom Guise is especially grateful to Trea because she laughs at all his jokes.
Trea's playlist: Wipeout, Hebereke's Popoon, Apeiron

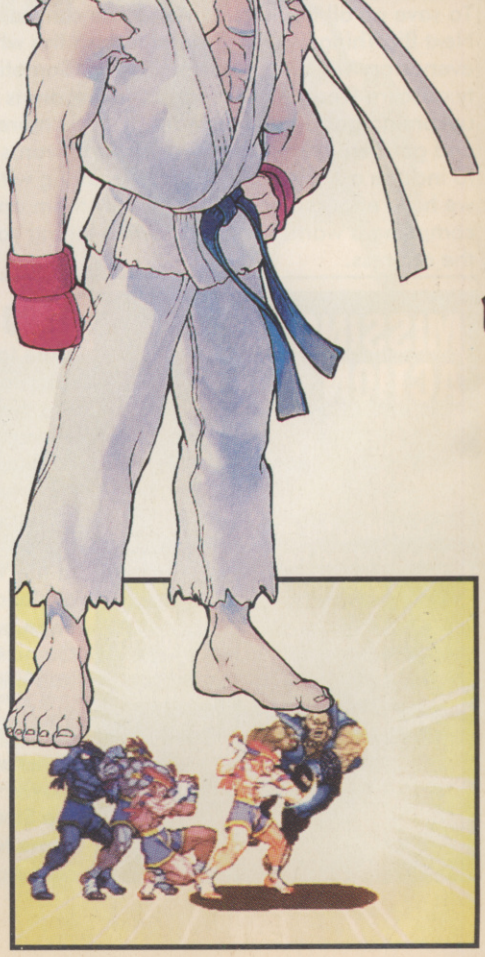
Jaime Smith
Designer

Born in Southend. Raised on a healthy diet of weekend soccer, and trips to the arcade. Just about the only game Jaime wants to hear about at the moment is Street Fighter Alpha, though he's just bought PlayStation so Wipeout isn't far from his thoughts. Is totally obsessed with video games, since he used to work in a specialist retailer called Games HQ – until they went bust! Here's hoping he does a better job of selling CVG!
Jaime's playlist: Street Fighter Alpha, Wipeout, X-Men: Children Of The Atom

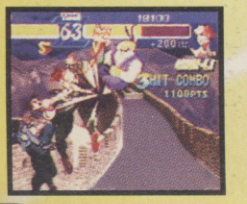
STREET FIGHTER ALPHA WARRIORS' DREAMS

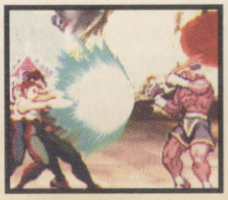






GREATEST EVER FIGHTING GAME ON GREATEST EVER CONSOLES STREET FIGHTER ALPHA IS ALMOST HERE!





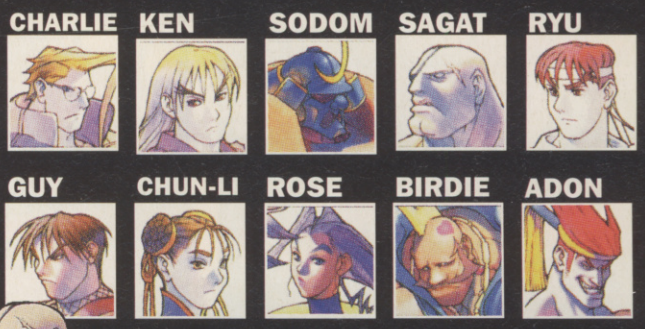
Warriors' dreams come true this month, as Virgin reveal advanced versions of Capcom's awesome 1996 line-up!

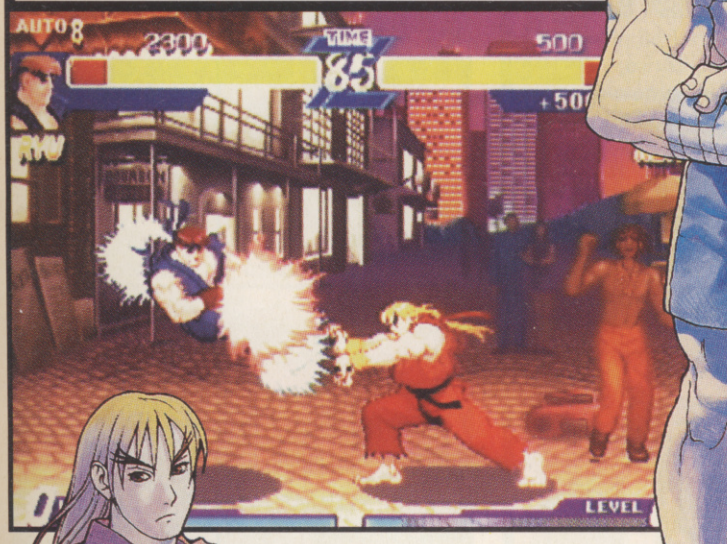
Capcom of Japan's most accomplished fighting game is due for UK release in March 1996. It s name, of course, is Street Fighter Alpha – aka 'Zero', or 'Legends' – and it is being converted over to PlayStation and Saturn. Virgin Interactive announced their Capcom publishing deal last month, which also includes Resident Evil (previously known as Biohazzard), and DarkStalkers; both of which appear elsewhere in this section.

Until now, there has been nothing to show on the home versions. But Capcom Co. Ltd. recently unveiled early versions of Alpha on PlayStation; shots of which are exclusively shown here.

CHARACTERS

Unlike all the other games in the series, Alpha's running order is structured around the central character. Which basically means the final boss depends on who's fought to meet him (or her). For example, if you play Ken, the ultimate challenge is to defeat your teacher – Ryu. Choose Chun-Li, and it's M Bison as your nemesis!





WHY THE LONG HAIR?

Alpha's rich blend of characters is owed to the fact that the story precedes SF II, but takes place shortly after the events in SF I. This is how come Sagat's protégé Adon is here alongside Birdie. It also explains Ken and Ryu's boyish looks. Surprise additions are Sodom and Guy, both taken from Final Fight. Rose and Charlie (aka Nash) are complete newcomers – see next issue for more detail.

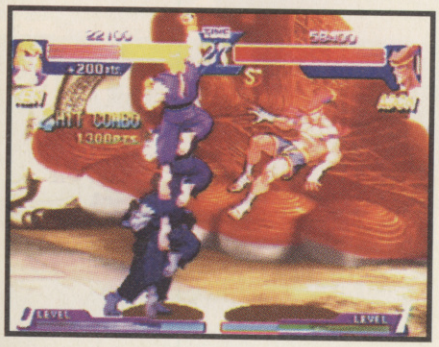
STREET FIGHTER ALPHA
WARRIORS' DREAMS

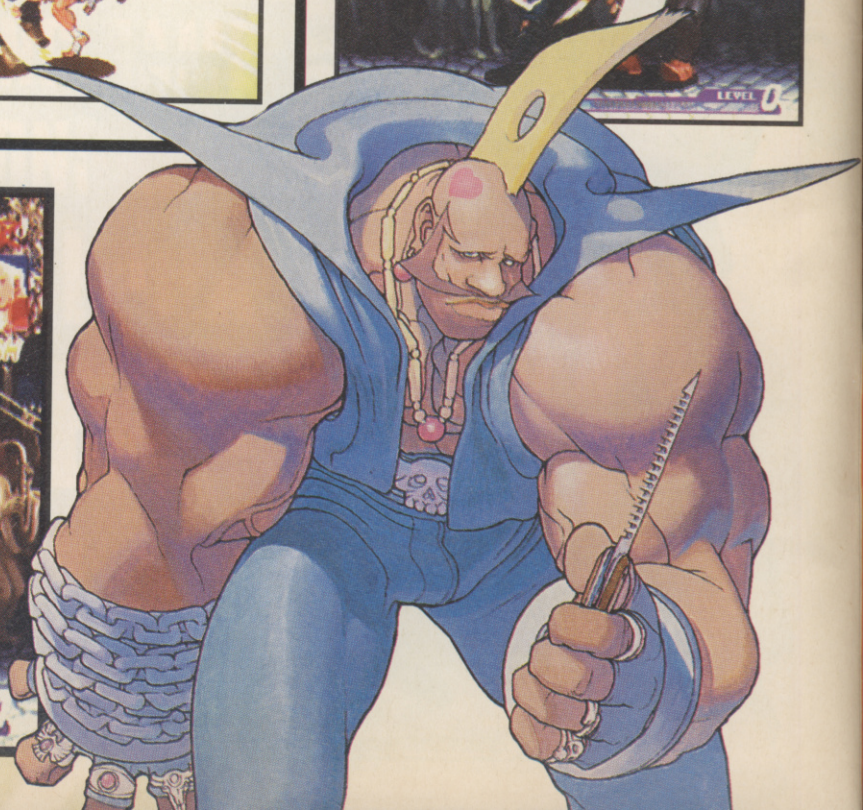
TACTICS REVISION

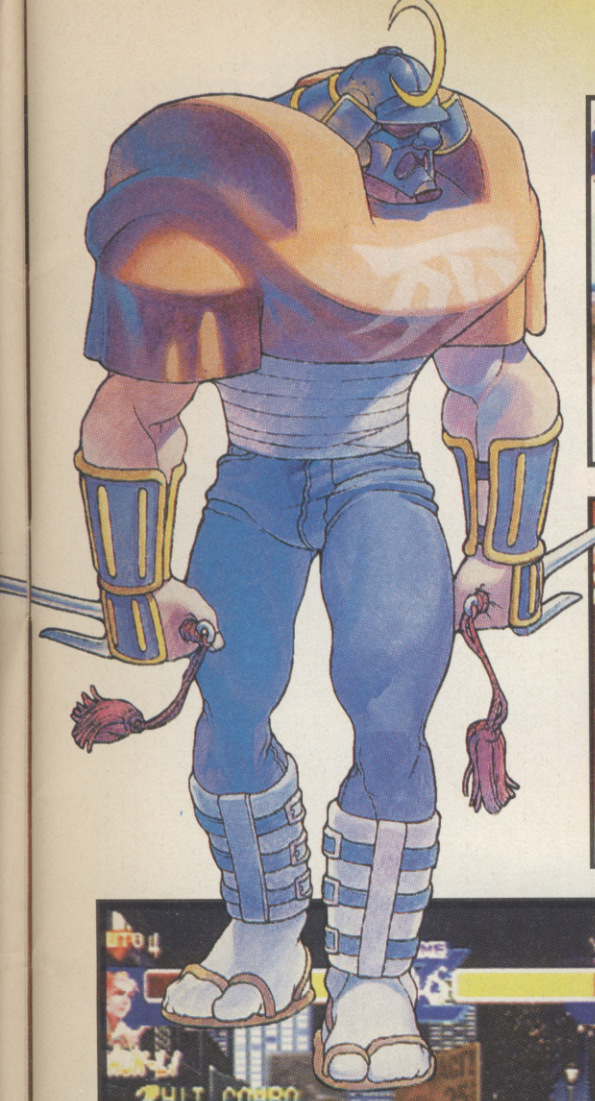
At the stage where Street Fighter Alpha was in development, Capcom had many options available. Most of the innovative features found in Super SFII Turbo, Darkstalkers, and subsequently X-Men: Children of the Atom have in some way been adopted. Here's a brief recount of Alpha's wealth of techniques, additional to the Chain combos inherited from X-Men, and Ground rolls which are pretty unspectacular.

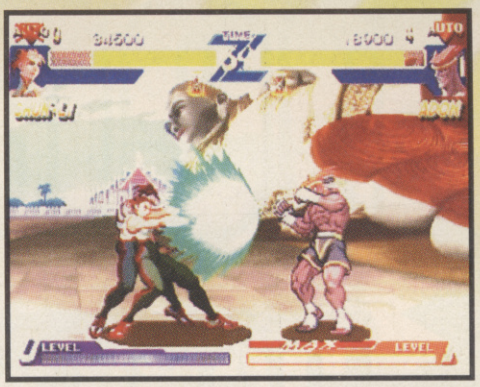
Triple-Super

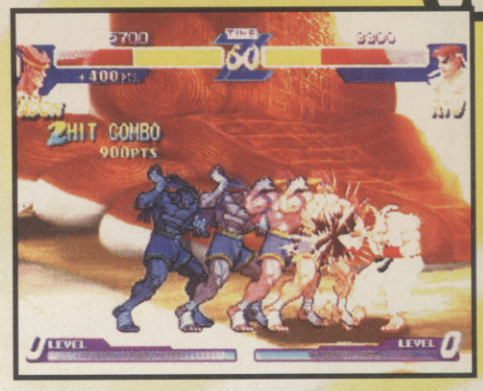
In Manual – professional – mode, players may store up to three Super Moves. Unleash them one at a time, or chain them together for unbelievable results – the mid-air combo strategy from SSFII Turbo makes this possible.











Alpha Counter-attack

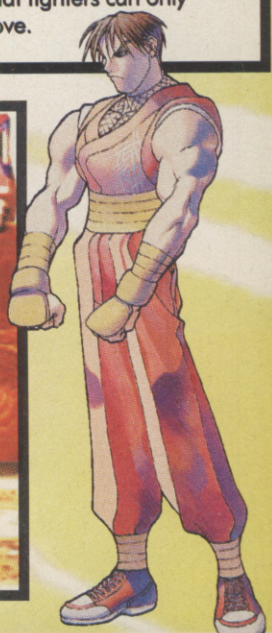
For the price of one Super bar, fighters may cut through someone else's offensive with a fireball manoeuvre, followed by punch or kick. The results are different for each character, but it always turns the fight in their favour.

Auto-blocking

First used in X-Men. Novice players have better chance of surviving, as fighters automatically defend when they are not attacking. Super combos are easier too. The big drawback here is that fighters can only store one Super Move.

STREET FIGHTER FOREVER!

Alpha is the greatest incarnation of Street Fighter yet. The progression of Capcom's extensive line of fighting games has enabled the company to construct the ultimate in the World Warriors saga. Even recognising the prowess of SNK's King of Fighters '95 does nothing to detract from the authority of Capcom's R&D. Until Street Fighter III, Alpha is the company's crowning glory. Should you need reminding why this is so, just take a long look at these pages!



We all have Virgin Interactive UK to thank for the privilege of bringing you these early screen-shots.

connected

the wired-up gaming news section

State-of-the-art Capcom

PlayStation is treated to some old-school gameplay courtesy

proves there's more to

of Namco - the same company who are pushing back the

life than bloody SFIII!

boundaries once more, with a red hot sequel to Ridge Racer!

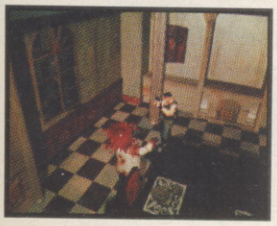
DARKSTALKERS

Many of the features Capcom are applying to their fighting games borrow heavily from DarkStalkers. Chain combos – where buttons pressed in sequence generate legitimate combination moves; and Special Gauge – better known for its use in SSF II Turbo and 'Super Combos.' DarkStalkers is also Capcom's first fighting game where characters guard, and perform multiple hits while in the air. In addition, Capcom obviously saw the benefit of SNK's 'dash' feature, found in many of that company's combat titles, and worked this into the mix. Obviously what we're saying here is that DarkStalkers plays an important in Capcom's portfolio. Just as soon as a fully-playable version is available, CVG will go into more detail. At the moment the only change we know of is a new attract sequence for PlayStation. Meanwhile, you could do some detective work yourself by checking-out the coin-op

MORE CAPCOM COOL VIA VIRGIN

While we're obviously delirious over the imminent Street Fighter Alpha, there's equal excitement surrounding these next two titles. Both Resident Evil (aka Biohazzard), and DarkStalkers are still at the development stage; but we have background on both for you here.

RESIDENT EVIL



AMAZING isn't it! And possibly the last thing you'd expect to come out of Capcom. Resident Evil is a Real Time action adventure for one player, centred around the exploits of the Special Tactics and Rescue Service (S.T.A.R.S.).

WHAT HAPPENED HERE!

The plot outline is really grim: It's 1998. Racoon is a small American town with serious problems. It suffers from Terrorism, Drug Addicts, Hackers, and ZOMBIES! The last part STARS don't know about at first, but it doesn't take long for them to find out! Team B of STARS is dispatched to investigate mysterious happenings in the woods outside of Racoon. When they don't return, and all communication is lost, the A Team are forced to take a look themselves. The trail leads them to a crashed helicopter, and the remains of their buddies! A pack of wild dogs attack, who mysteriously will not die. They chase what is left of the A team to an old mansion, where the adventure begins.

ALONE WITH CAPCOM

The game style is very similar to Infogrames' Alone in the Dark series, only here players call upon the help of an assistant to make life easier. It's 3D, and the viewpoint is adjusted automatically to give players the best view at all times. After selecting either Chris Redfield, or Gill Valentine to lead the way, the game requires players to solve the mystery of the spooky mansion. Suspense comes in many different guises, usually in the form of some horrendous monster leaping out of the shadows when it's least expected. And while it is possible to run away before being noticed, it's far better to stand and fight to enjoy the carnage! Look for more on this very soon. Meanwhile check these amazing shots. We're not kidding – you could show this thing at the cinema!!!

MEGA DRIVE 32X

MEGA-CD

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Now for just £99.99 each, 32X and Mega CD can transform your Mega Drive into a whole new console. With advanced technology for bigger and faster games, better graphics and improved sound. All enhancing the in-home gaming experience.

For 32X games include the incredible Virtua Fighter, FIFA '96 and Kolibri. While Mega CD offers the awesome Eternal Champions, Shining Force and Wirehead, together with complete audio CD capabilites. And you can still play your old 16 bit Mega Drive games too. It's the Megabargain of the year. Miss it and weep.

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RIDGE RACER — REMIXED!

If you're a fan of PlayStation Ridge Racer, you'll probably be sent into a frenzy by the news that Namco are currently working on a pseudo-sequel, set for release in Japan this Christmas!

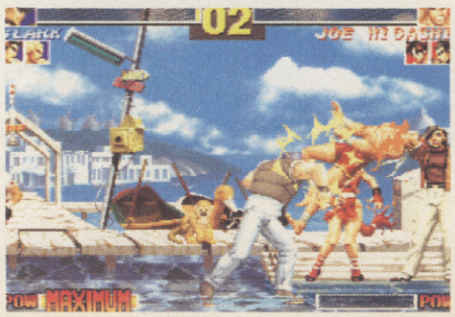
Ridge Racer Revolution brings an all-new course and all-new graphics to the Ridge Racer engine, as you race around new cities, underpasses, through winding tunnels and around tropical beach-fronts. There's even more road-side detail than before and even more speech from your over-friendly commentator, as he recites such bizarre lines as "Locked on target!" and "Get ready to block!" All backed by wild new remixes of the original Ridge Racer tunes.

Among the many new features there's now a rear-view mirror, giving you a decent chance to prevent the opposition from passing you. And, following the usual Namco routine of including a Galaxian level in the loading sequence, Revolution includes a bizarre 'Dancing Galaga' sequence. Although what hidden features this reveals is as yet unknown.

Most incredible of all though, is the inclusion of a two-player mode using the PlayStation link-up cable. This feature alone sets Ridge Racer Revolution up to be one of the most eagerly awaited PlayStation games.However, it's unlikely we'll see an official release before the later half of next year. Nonetheless, we'll give you full coverage of it in the coming months.

SNK AND SEGA JOIN FORCES!

Sega of Japan have just struck a deal with SNK, to bring the top NEO GEO developer's hottest titles to the Saturn. And the first titles to be converted are going to be Fatal Fury 3 and the brilliant King Of Fighters '95! Announced at the recent Tokyo JAMMA show, the partnership is still at an early stage, with work on the games yet to even begin. However, what is clear is that SNK will be coding the Saturn versions themselves, and if they manage to bring perfect conversions to the Saturn (which seems more than likely), we should be in for a real treat. Both games are among the hottest fighting games currently around, with King of Fighters '95 in particular, being hailed as arguably the greatest 2D fighting game ever made (scoring 93% on page 38 of this month). Both games are expected to be released some time during the second half of next year, with the first pictures being released in the upcoming months. When, of course, we'll reveal everything to you.



MORTAL KOMBAT 3 IS THE ULTIMATE

Players of the recently-released home versions of MK3 might have noticed the occasional "MK3 Ultimate Kombat Kode" flashing up on-screen. They may have also noticed that they don't work on any currently available versions of the game, so what are they for? This: The long-awaited and long-delayed MK3 coin-op upgrade which has been now been named as Mortal Kombat 3 Ultimate. As well as the new word in the title there are six new characters: Kitana, Scorpion, Reptile, Mileena, Jade and supposedly Ermac - the rumoured character from the first two games who turned out to be a error message. As well as the new characters there are going to be more hidden characters, some of whom can be accessed from the Ultimate Kombat Kode screen; more special moves for some characters; possibly a new finishing move for everyone and more backgrounds. The tournament mode from Super Streetfighter 2 reappears in the form of a 16-player championship allowing you to humiliate loads of people at once. It should be out before Christmas.

Intriguing fact: If you go to the cinema and see Mortal Kombat the Movie and sit through the end credits you'll see six symbols flash up. Note them down and try them out on any version of MK3 to get 'Randper Kombat' where your character morphs all of the time. Shame we already knew that.

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It's more than just a sequel...

New teams, new players, new stadiums, new strategies and new techniques.

★ Realistic player sprites with brand new animations and skills
★ Increased CPU intelligence to challenge beginners and experts alike
★ 36 international teams featuring recognisable celebrity players
★ Real, live commentary, 7 different stadiums and new stadium video screen
★ International Cup, World Series and fully editable tournament modes
★ Choose from 16 formations, 8 strategies, 20 players and 9 adjustable player skills to create your perfect team
★ Four way play also possible

A load of old balls it ain't!

Release Date: 3rd November 1995

SUPER NINTENDO ENTERTAINMENT SYSTEM

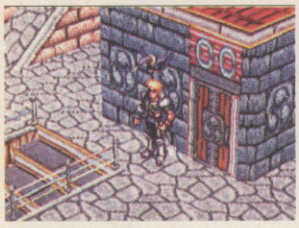
connected

SATURN LANDSTALKER

The creators of possibly the greatest Megadrive RPG, Landstalker, are currently working on a Saturn adventure in a similar vein. Climax's new project, Dark Saviour, adopts a similar isometric perspective to its 16-bit predecessor. Only this time, instead of using cleverly-drawn backdrops to create the pseudo-3D effect, polygons have been used to generate genuine 3D environments. And it's more than just buildings that are being created out of polygons. Some impressive 3D monsters are set to appear in the game, the first revealed being a giant dragon.

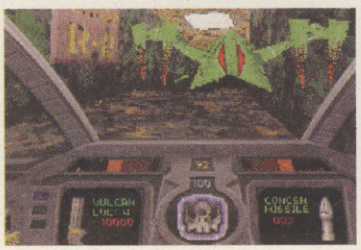
Dark Saviour offers a far greater degree of freedom than Landstalker, with multi-levelled cities and dungeons to explore. Plus there's a variety of different characters that join you on your quest, in what seems to be a Shining Force-esque fashion.

Currently 50% complete, the game is set for release in Japan around December. However, due to the amount of Japanese text in the game, it's unlikely we'll see the game over here for quite a while.

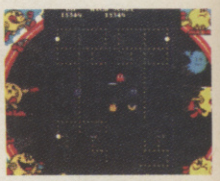


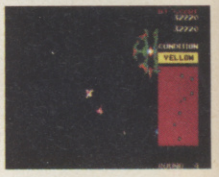
DESCENT IS DECENT

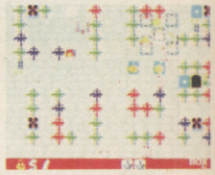
Descent, the popular PC game, is coming to the PlayStation. Obviously influenced by Doom, Descent improves on the modified 2D game engine of Doom, where you can never have one floor above another (take a look at the game if you never actually noticed this) and turns it into a complete 3D game with tunnels and rooms stretching off in all directions. The game's set in mining shafts in space where you must manoeuvre a tiny space ship through the claustrophobic tunnels whilst avoiding and destroying service and defence droids. The excellent PC version - of which Ed Lomas is a big fan - had some of the best 3D graphics around so what can be done to improve upon it for the PlayStation version? We can tell you that the graphics are almost identical to the original, but with the added bonus of PlayStation's custom chips, you've now got some fantastic light-sourcing effects. When playing, you'll notice that all of your weapons light up the surrounding walls - an effect that works really well. Look along a tunnel and fire a concussion missile and you'll be able to see the glow from the flame lighting up the corridor, right round the corners as well. The game's still got quite a way to go before it's finished but we can't wait to see whether the brilliant Deathmatch-style Anarchy mode is included to be used with the link-up cable. We reckon it will. It's also coming to a Saturn near your TV as well.

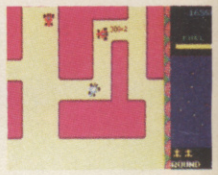


IT'S AN ARCADE CLASSIC!









Namco might be responsible for some of the PlayStation's hottest new coin-op conversions, but they're also bringing a compilation of some of their more classic arcade titles to the PlayStation. Namco Museum features pixel-perfect (and we should hope so) conversions of obscure titles like Rally-X, Toypop and Bosconian, together with more legendary games such Pole Position, Galaga, and Pac-Man. We're actually looking forward to this, mainly for the perfect versions of Galaga and Pacman, so expect more news closer to its spring release date. Meanwhile, concerned Namco fans need not worry about this bizarre nostalgia-trip. They haven't completely lost their heads, working, as they are, on a PlayStation conversion of arcade mega-blaster – Galaxian 3.

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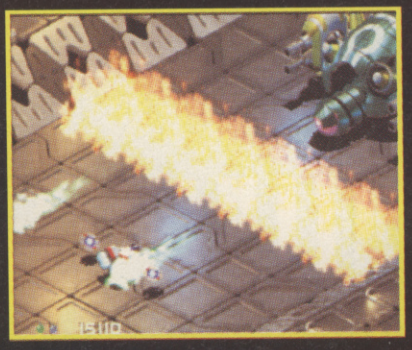
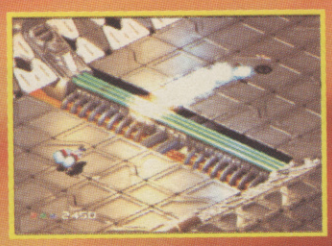
PLAYSTATION.....
SHOOT-'EM-UP.....
E.A.....
£TBA.....
OUT NOVEMBER.....
ONE PLAYER.....
NO OTHER VERSIONS PLANNED.....
NEO GEO VERSION AVAILABLE.....

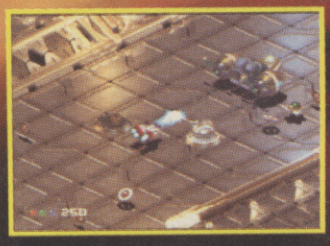
THREE-POINT BURN!

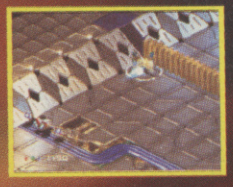
Special weapons are all important to survival in a shoot 'em up. Viewpoint provides you with three different smart bombs, ranging from a huge wave of fire, a swarm of homing missiles and a massive quake explosion! Plus, in usual shoot 'em up fashion, you can hold down the fire button to charge up a super-blast.





Nothing left to shoot at here, simply because the power of a fully-charged cannon is wicked!

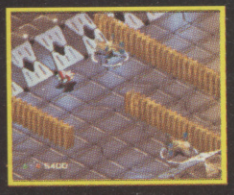


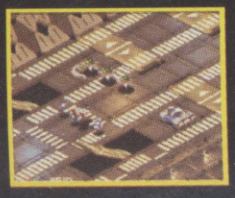


Viewpoint is full of ingenious devices such as this gate.

It has a name like a mid-morning debate show, it looks like an aquarium full of alien sea monkeys, and it plays like a swarm of angry killer hornets. Which one you think it's more like, all depends on your point of view.

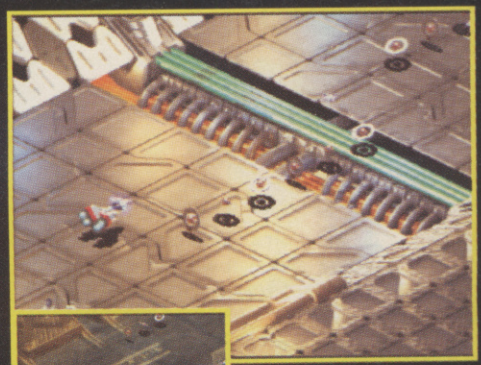
VIEWPOINT





For a shoot 'em up, Viewpoint is a pretty bizarre name. But then Viewpoint is a pretty bizarre game. And only due in small part, to the novel isometric viewpoint it adopts, and from which it gains its unusual name. When the game originally surfaced on the Neo Geo around two years ago, it was a sensation. On paper it doesn't sound like anything special – six levels of scrolling action, through which you have to guide a small fighter, blasting everything in sight – but to look at it was totally amazing! Lustrous translucent graphics formed the incredible alien landscapes, from rippling green waters and strange coil-like vegetation, to cracked deserts and shifting molten lava pools. The actual enemies that roamed these levels however, were infinitely more fantastical. Schools of giant gold fish, sea-serpents, rock turtles, slinky springs and herds of slugs are just a few of the intergalactic wildlife that you had to face. Viewpoint however, was more than just a freak to look at. It played like a demented monster too. Battling the multitude of enemies that filled the screen, it was one of the most reflex-bending blasters around. And the cleverly constructed levels required sharpened wits as well as dexterity, to solve some of the trickier obstacles.

And now the diseased maniac that is Viewpoint has come to the Playstation. The same six levels, packed with the same formations of fantastical creatures. Only this time the weird and wonderful graphics have been given the Playstation treatment. More colours, newer textures and vivid glowering explosions make Viewpoint madder than ever.



(ABOVE) Charging up to unleash a super shot.

AN INTROSPECTIVE VIEW

Launching you into the game is a cinematic computer-generated intro. Giant space-cruisers, dog-fights and warp tunnels abound, but how exactly you find yourself fighting fish and slugs remains a mystery.

REAR-VIEW MIRROR!

Okay, we've blethered on about the original Neo Geo version. And harped on about the all-new Playstation graphics. What's the difference? You want to know? Then look no further.

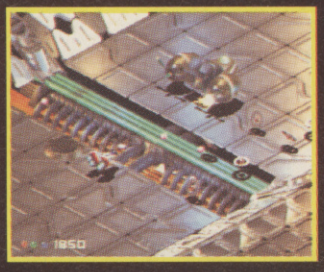
NEO GEO

(1a) Level One on the Neo Geo. Although, the graphics look polygonised, they're actually all sprites.

(2a) Unleash your firepower and watch the turrets erupt in flame.

(3a) The sea-dragon from level two of Neo Geo Viewpoint.

PLAYSTATION

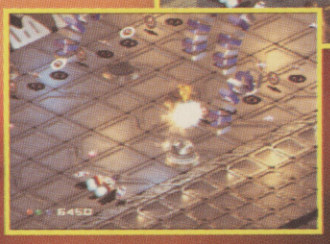


(1b) The same section on the Playstation. Metallic floors and reflective colours add detail to the once simple graphics.

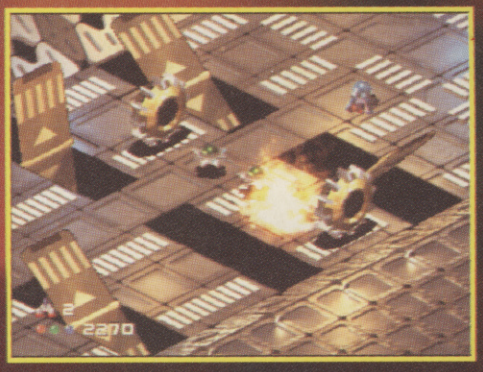
(2b) The Playstation's graphical abilities allow the explosions to have a more translucent glow.

(3b) More graduating colour and added shading give the graphics a subtler feel.

(ABOVE) The pods placed at the side of your ship have a similar purpose to the options in Nemesis.



(LEFT) Caterpillar-like enemies stomp down the battle zone.

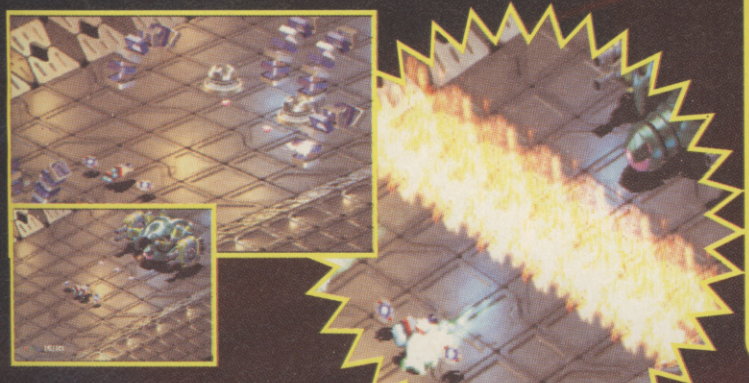


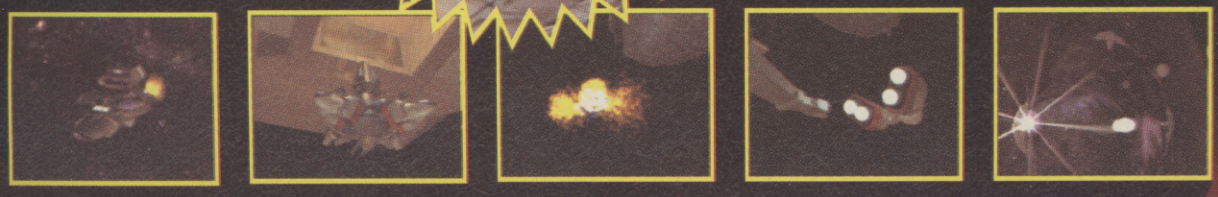
VERDICT

PLAYSTATION

I'm a massive fan of the original Neo Geo Viewpoint, so the idea of it coming to the PlayStation seemed pretty exciting. The reality though is somewhat less thrilling. While the PlayStation can clearly handle better graphics than the Neo Geo, Viewpoint, it seems cannot. What I'm trying to say, is the updated look of PS Viewpoint lacks the super-stylish, cool look of the Geo version, simply looking more unattractive. Likewise, the superb tunes of the original have curiously been replaced by out-of-place techno tracks. Of course, if the gameplay was the same, the presentation wouldn't matter so much. But, while the layout of the levels is identical, the actual speed and more noticeably, the controls, have suffered considerably. If you've never played Geo Viewpoint, you'll find the PS version to a be a fairly decent blaster. A straight conversion of the original though would have left you gobsmacked.

TOM GUISE





SCORES

VIEWPOINT..... RAIDEN PROJECT..... RAPID RELOAD.....

GRAPHICS..... 83
Visually incredible, but weak compared to the original.

ANIMATION..... 84
Excellently animated sprites. Some bosses move poorly though.

MUSIC..... 84
Okay, but repetitive tunes that don't really fit the action

SOUND EFFECTS.. 81
Good blasting sound. Other spot-effects are decent enough.

GAMEPLAY..... 82
Entertaining, but stiff control makes it frustrating.

VALUE..... 80
Not really a game you'd buy your PlayStation for.

OVERALL.....
A decent enough shoot 'em up converted from an incredible shoot 'em up. Wasted potential.

81

ASSAULT RIGS

PLAYSTATION.....
HUNTER KILLER....
SONY.....
£39.99.....
OUT NOW
1-2 PLAYERS.....
PC CD-ROM PLANNED.....
NO OTHER VERSIONS AVAILABLE.....

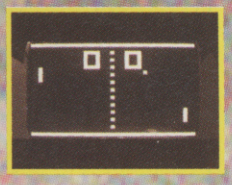
Look inside the glove compartment of any Sony Interactive Assault Rig, and you'll find a sick bag.

Global competition between PC games-players is already the norm. However Sony Interactive – among a million others – imagine things could get a lot more interesting if network gaming took off in the arcades. Not in the same way as Battletech,which already exists, but through state-of-the-art Virtual Reality modules, fine-tuned for competition in some form of televised sport. Obviously the game SIE foresee capturing the imaginations of punters and advertisers alike is their own – Assault Rigs.

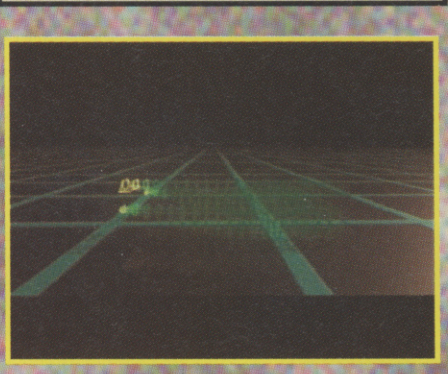
The concept is very simple: A 'Jockey' selects one of three Rigs. These vehicles are designed to manoeuvre quickly and efficiently around arenas of varying complexity, with two objectives in mind – to collect a specified number of gems within the tight time limit, and to knock out enemy Rigs in the process.

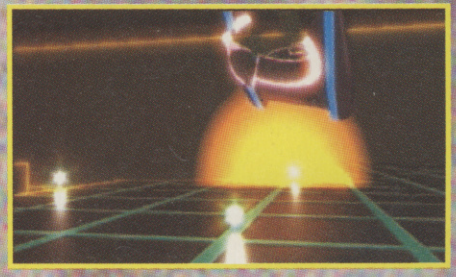
ONCE UPON A TIME...

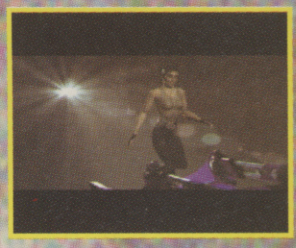
The introduction sequence of Assault Rigs explains the history of video games right from the 'Pong'-like 'Ping' through to someone playing the futuristic Virtual Reality version of Assault Rigs itself.



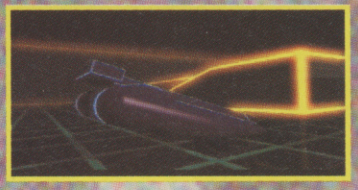
Look at those amazing rendered 3D graphics! You don't get that on your 16-bits.



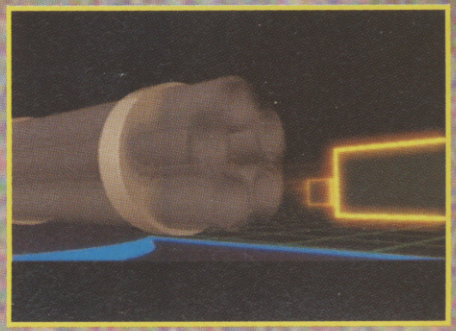




This is part of the rendered intro but the actual in-game graphics aren't really that far off. Looks a bit like Tron – if anyone remembers that.



What realistic appendages.



SECOND OPINION

True enough, Assault Rigs presents real problems in terms of motion sickness. For me this has meant tackling the game in small doses, as I have found it impossible to stomach beyond half an hour at a time. Without labouring the point too much, I suspect this is going to be a problem for most people too. Otherwise the concept is cool, and SIE have worked it well. On the surface this is a real showcase for the PlayStation's capabilities, beyond that there is an intriguing balance of puzzle-solving and all-out blasting. The idea could have been taken further, so this isn't really a classic in the same way as Wipeout. Nonetheless Assault Rigs is a worthy addition to your starter collection.

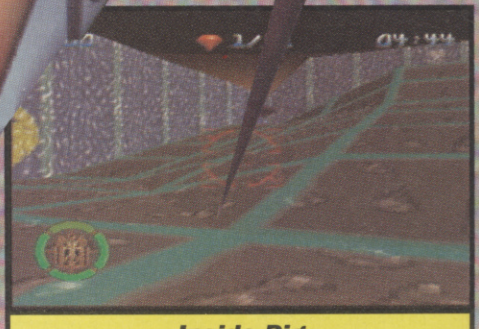
PAUL DAVIES

3D INDEEDY

The excellent 3D effects of Assault Rigs are shown off by the wide choice of viewpoints – some useful and some not especially so.

Outside

Turret Cam

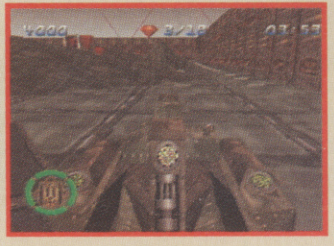


Inside Rig

ENTER THE ARENA

The game takes place in four different arena environments:

The arenas are made up of multi-coloured blocks and grids.



A messy techno industrial set of arenas.

Cyberpunk futuristic-style arenas and enemies .

Set in a war-torn cityscape complete with bunkers and tanks .

Behind

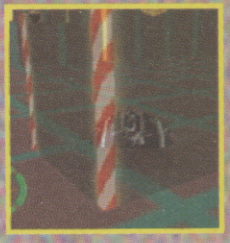
Overhead

VERDICT

PLAYSTATION

These SIE games are coming thick and fast to the PlayStation and they're surprisingly good quality. Assault Rigs starts off looking similar to that old Disney film Tron, only with much more sickening graphics, and the initial levels are so simple that they're almost a waste of time. Tom Cox could probably finish them. As you get into the game, and used to the nausea inducing nature of movement, plus watery eyes caused by the searing graphics, you'll find that it's actually more than a plain shooter. The levels are constantly changing, there are lots of cool power-ups, and plenty of detailed enemies to keep you occupied. It's not too easy either. Though the brilliant graphics are occasionally marred by the odd glitch or slowdown, the rig's handling is always smooth. Add to that the unique atmosphere and you've got a brilliant game.

ED LOMAS



RIGS

There are three classes of rigs available which change style depending on which arena environment you are currently playing in.

Armour Unit
Shield Rating - High
Rig Speed - Slow
Turret - Swivel

Hybrid Unit
Shield Rating - Medium
Rig Speed - Average
Turret - Swivel

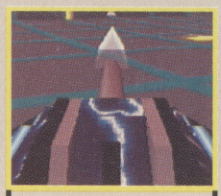
Swift Unit
Shield Rating - Low
Rig Speed - Fast
Turret - Fixed

BATTLE ACTION FOR BOYS

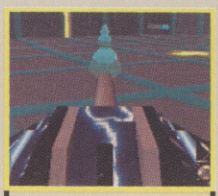
Here's a little sequence telling the story of the heroic Captain Arnold Death and his quest to collect the nine mythical sugar-frosted pastilles from the war-torn streets of London, Farringdon area.

WEAPONS

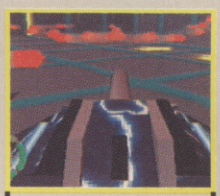
The rotating cubes found in the arenas contain various weapon upgrades for your rig. Every time you switch weapon your gun turret morphs into the new cannon.



Standard Ammo - Your basic single shot weapon which you get at the start of every level.



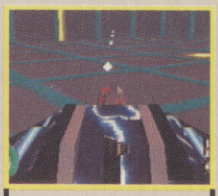
Bounce Ammo - Just like the old Intellivision game 'Tanks', this ammo will bounce 3 times.



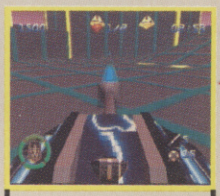
Shatter Ammo - Press fire again or let it hit a wall to make it split into 8 bouncing shots.

Homing Missile - These missiles lock on to the nearest visible target.

Guided Missile - When you press fire, you take complete control of the missile.



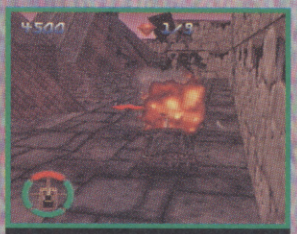
Mini-Gun - Fires a rapid stream of tiny shells which is great for close combat.



Laser - Fires a simple-looking blue shot which causes massive damage.

1. As Captain Death's customised Assault Rig is warped into action, he goes over his battle plan once more: Get sweets.

2. Using his single well-trained eye, he spots one of the yummy sweeties and takes out the nearby tank.



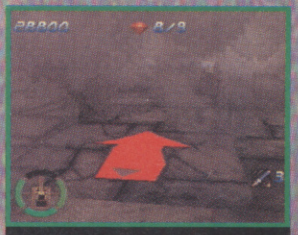
3. As he trundles off, feeling chuffed about finding one of the treasured confectionery items, he's hit by a missile.

4. His lightning-quick reflexes launch a missile, which he then guides to the target... boom!

5. Inside one of the large pyramids, Arnold finds another pastille and a lift up to daylight.

6. From the top, Captain Death spies a bunker full of the crystal-like sweets and a heavily-armoured tank.

7. With all but one of the mystic fruity flavours collected, Captain Death has to get across a courtyard to the last one.



8. As he spots the final prize, he lives up to his name and is hit head-on by a large missile. Never mind, press 'X' to try again.

SCORES

ASSAULT RIGS | WIPEOUT | RIDGE RACER

GRAPHICS 90
Nicely detailed texture mapping. Great use of colour.

ANIMATION 81
Great rig and enemy motion, but some slowdown.

MUSIC 89
The usual cool Sony stuff, with some funny wailing.

SOUND EFFECTS 79
Pretty good explosions, and cool tank rumblings.

GAMEPLAY 84
Sometimes fiddly and a bit jumpy but still great.

VALUE 83
Over 40 missions and plenty of variety will keep you busy.

OVERALL
Sony keep the top quality PlayStation software coming with another great 3D game. A literally sickeningly good 3D 'bit-of-everything' game.

84

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OUT NOW

EARTHWORM JIM 2

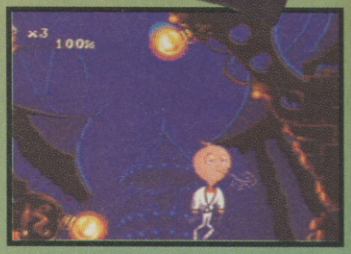
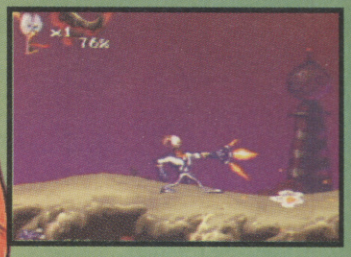
MEGADRIVE.....
PLATFORM.....
SHINY ENTERTAINMENT...
£49.99.....
OUT NOW.....
ONE PLAYER.....
NO OTHER VERSIONS PLANNED.....
SUPER NES VERSION AVAILABLE.....

JIMMY BOY'S BACK!

(HASN'T GOT A BACKBONE)

Can he possibly be starring in an even better game than last time?

Last year Earthworm Jim appeared in one of the first games ever to star a worm. But perhaps the novelty of playing a garden wriggler has worn off, seeing as we've now got a game full of them – 'Worms' – going pointy-end to pointy-end against Jimmy's new one. Surprisingly, though the first game uses many original platform ideas, Jim 2 still has masses of completely new features. Perhaps, then, this is the greatest game ever to star a worm, yet again!

CVG HIT!

LEVEL 1

ANYTHING BUT TANGERINES

The first level is pretty similar in terms of looks to 'What the Heck' in the original game. It plays similarly too, getting players familiar with Jim's new moves.

The big cat from the first game won't let Jim cross the water...

So Jim goes back and collects a pig from the ditch of mud...

And releases him down the pig chute...

With the pig stuck in the fish bowl, Jim can cross the pond.

LEVEL 2 - LORENZEN'S SOIL

This level was apparently hell to program, as the whole scene is moved around by shooting at the earth.

Those flames could melt poor Jim's trainers...

But by shooting the soil onto the floor...

Jim buries the flames, making it safe.

THE SEGA SCREEN

Games designers are always trying to do funny and interesting things on the startup screen, but in EWJ2 it's used to set the story.

Jim serenades his beloved princess with that most romantic of instruments – the accordion.

Suddenly Psycrow pops up from behind the logo and taps Jim on the shoulder.

While he's distracted, Psycrow steals Jim's girlfriend!

LEVEL 3
NOW JIM'S A BLIND CAVE SALAMANDER

This weirdly-named level involves Jim wearing a blind salamander suit, and flying around pinball bumper-infested innards. Only a small part of the screen is lit at any time, making it tough seeing where to go.

At the end of the level Jim enters a game show, where he gambles any worms collected. Pick an answer...

We won't tell you what we chose, but we got it right. As usual.

BONUS STAGE - PUPPY LOVE

This bonus stage involves Jim trying to save Peter's puppies from Psycrow.

1. Psycrow throws puppies out of the window...

2. And Jim has to bounce them along the screen into the chimney...

3. After a while, Psycrow throws a bomb...

4. When Peter realises what it is he throws it back...

5. Straight into Psycrow!

6. Drop too many of Peter's puppies, and he rips into Jimmy!

LEVEL 4 - THE FLYIN' KING

Jim takes to the skies on his rocket ship.

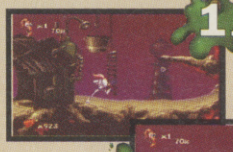
While avoiding the pigs being catapulted into the air...

Jim guides the bomb to the end of the level...

Where he shoots it to destroy Major Mucus.

LEVEL 5 - UDDERLY ABDUCTED

An odd level featuring cows hatching from flowers, and aliens trying to capture them. Mother.



1. This gate's got Jim baffled as even his super powers can't budge it...

2. But by picking up a cow elsewhere in the level and taking it to the barn...

3. Jim is able to lift the gate, with the weight of the cow's milk poured into the bucket.

SWING THAT SNOTT

Jim is now accompanied on his travels by his chum Snott – a big green piece of snot living in Jim's backpack. As you can see, Jim uses him to perform new moves.

Snott Swing - Jim fires his pal from his backpack and swings from the ceiling.

Snott Parachute - Snott hangs out to slow Jim's descent.

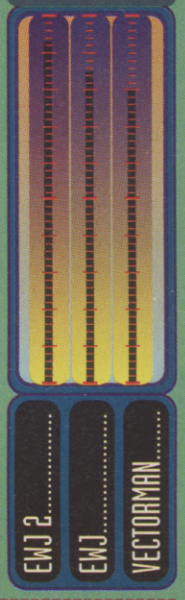
VERDICT

MEGADRIVE

There's just so much to this game that we could easily fill a book about it. Even though Jim 2 is ANOTHER platform shoot-'em-up, it's packed with original ideas, and puzzles, which make it constantly surprising and interesting. Lots of games go for the "wacky humour" approach, like "Worms", but Jim 2 succeeds by being so mad that you couldn't understand the jokes if you tried. Jim has plenty of weapons and moves, and there's always something to do – whether it's trying to solve a puzzle or searching for hidden extras. You just don't have time to get bored! The graphics are some of the best on a 16-bit machine ever, and the sound's brilliantly wacky. Jim's first game was fab. This one's bigger, tougher and much better. I love it lots.

ED LOMAS

SCORES



GRAPHICS 93
Detailed with lots of new effects.

ANIMATION 95
Cartoon quality animation.

MUSIC 91
Funny and jolly all the way.

SOUND EFFECTS 92
Great bangs and samples

GAMEPLAY 94
Fluid control, and always fun.

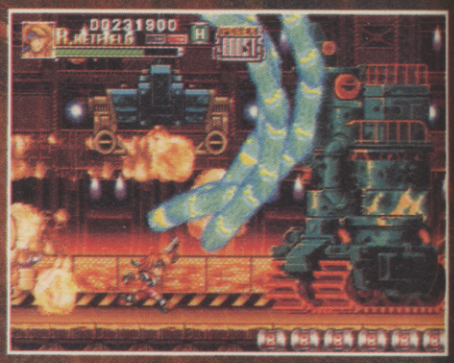
VALUE 90
Worth just about every penny.

OVERALL
The best platform game for a long time and loads and loads of fun.

93

RIDGE RACER
RELEASE DATE: SEPTEMBER

BATTLE ARENA TOSHINDEN
RELEASE DATE: SEPTEMBER

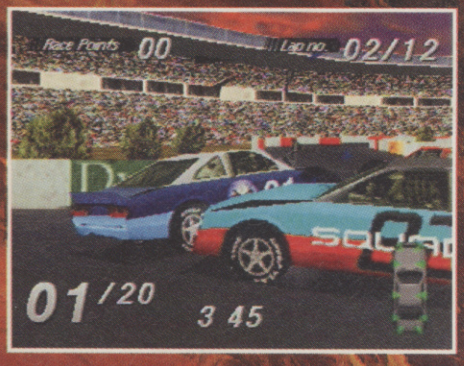


RAPID RELOAD
RELEASE DATE: SEPTEMBER

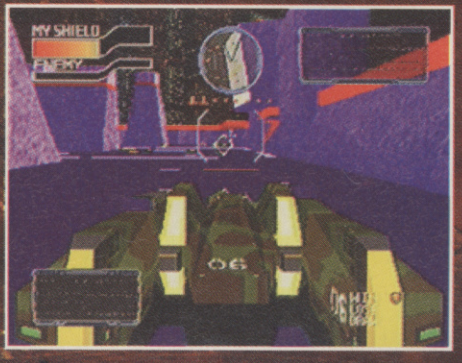
JUMPING FLASH!
RELEASE DATE: OCTOBER

DISCWORLD
RELEASE DATE: OCTOBER

3D LEMMINGS
RELEASE DATE: OCTOBER



DESTRUCTION DERBY
RELEASE DATE: OCTOBER



CYBER SLED
RELEASE DATE: NOVEMBER

TEKKEN
RELEASE DATE: NOVEMBER

TWISTED METAL
RELEASE DATE: NOVEMBER

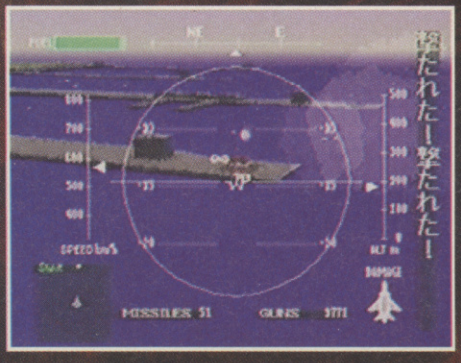
WAR HAWK
RELEASE DATE: NOVEMBER

STARBLADE ALPHA
RELEASE DATE: NOVEMBER

WIPEOUT
RELEASE DATE: SEPTEMBER

KILEAK THE BLOOD
RELEASE DATE: SEPTEMBER

NOVASTORM
RELEASE DATE: OCTOBER

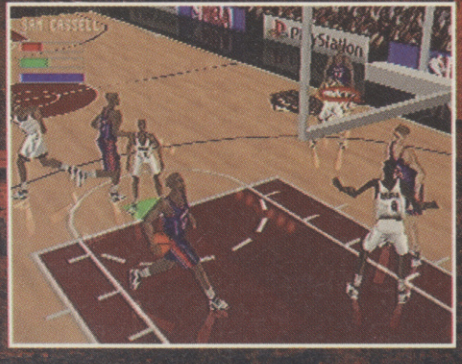


AIR COMBAT
RELEASE DATE: OCTOBER

MORTAL KOMBAT 3
RELEASE DATE: NOVEMBER

ESPN EXTREME GAMES
RELEASE DATE: NOVEMBER

ASSAULT RIGS
RELEASE DATE: NOVEMBER



TOTAL NBA 96
RELEASE DATE: JANUARY

PlayStation

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32X
SHOOT'EM-UP
SEGA
£49.99
17TH NOVEMBER
1-2 PLAYERS
NO OTHER VERSIONS PLANNED
NO OTHER VERSIONS AVAILABLE

PUZZLING...

Like Ecco, Kolibri the game starts off with the Kolibri the hummingbird and his mates 'hanging out' in their hometown until you find the secret trigger to start the game. No-one likes secrets so here's what to do.

1. DJ Koolio-Kolibri chills with his homies on their territory...

2. Kolibri feels the need for some nectar and goes off in search of some...

3. He can't get near to those nectar-rich flowers, as there's a harsh gang fight going on between rival hummingbird posses...

4. Lucky old Kollers finds his own flower and gets his fix of nectar when suddenly...

5. Everything goes dark and a mystic blue crystal pops up, convincing him to save the world, as you'd expect.

▲ *By powering-up your regular weapons you can get multiple shots.*

The world's first death-bringing hummingbird of doom?

KOLIBRI

Novotrade. Mean anything to you? To many Mega Drive gamers it means Ecco the Dolphin 1 and 2 – two of the best games on the machine. They combined amazingly detailed graphics and animation with totally mellow music and sound effects, creating a totally trance-inducing experience. Then they added some incredible gameplay which had Ed, for one, completely engrossed. Of course, when CVG heard that they'd done a similarly interesting game for the Megadrive 32X, we were intrigued.

BEAK-UPS

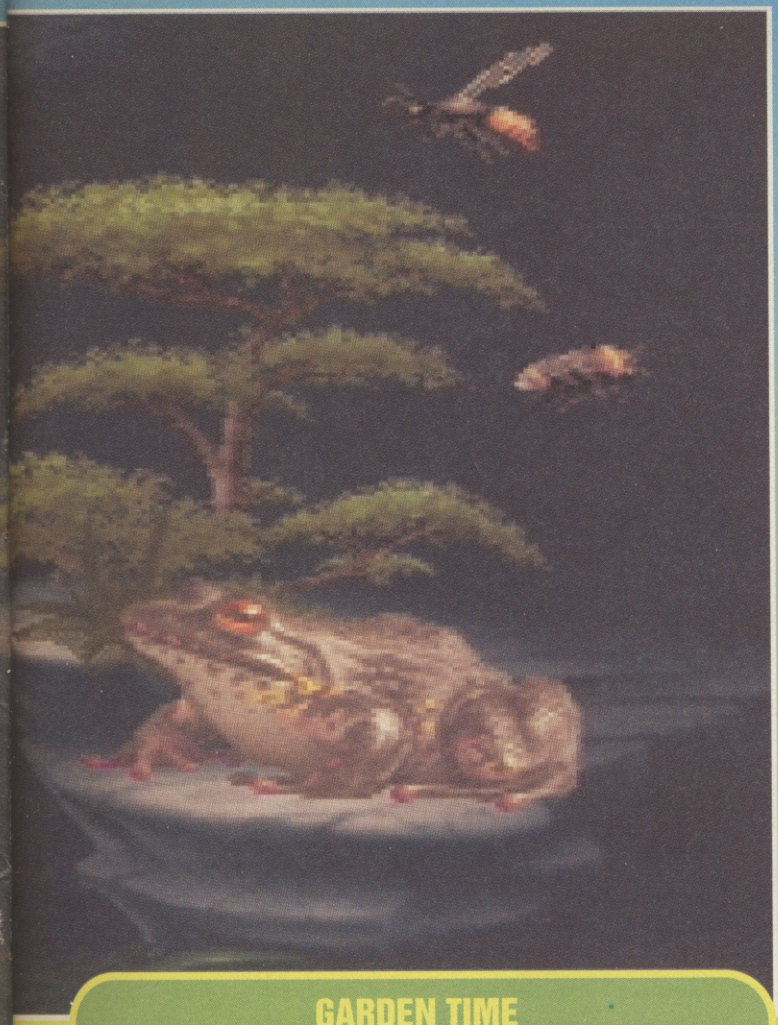
During Kol's travels he comes across occasional places where the blue Earth crystal pokes up through the ground and spews forth a veritable feast of bonuses. These are used to power-up his beak and magical glowing gulch (chest bit), enabling him to fire various weapons at his newly-mutated enemies. With each new weapon, Kolibri uses the skill he learned at chameleon school to change colour, conveniently letting the player know which weapon is selected.

***Standard Shot** - Not surprisingly this is your standard straight shot.*

***Bouncing Shot** - This one bounces off walls and floors.*

***Homing Shot** - Like the Standard Shot, except it targets for you.*

***Scatter Shot** - A little bomb explodes deadly dots all across the screen.*



GARDEN TIME

When flying about, keep a close eye out for odd-looking flowers. Any with little bits flying out of the spout, for example, can be sucked up to give Kolibri more energy. On the other hand, some just eat him!

FEED ME

Hummingbirds burn off a lot of energy when flying, so naturally Kolibri is required to obtain his fair share of nectar for energy, and gnats for protein. It's a bit like the air and fish bit of Ecco this, isn't it.

HE DOESN'T KNOW THE WORDS

The story behind little Kolibri's quest is this: Inside the Earth there's a powerful blue crystal which creates all life on the planet. This becomes disturbed one day when two meteors crash down onto the planet – one containing a red crystal, and one containing a green one. The crystals spread their power around the planet, with the red one mutating all animals and insects into evil monsters, while the green one has the same effect on plants. Our blue Earth crystal senses this and, rather than bother the United Nations, calls on little Kolibri to save the planet. And so the scene is set for much blasting and other crystal-related action.

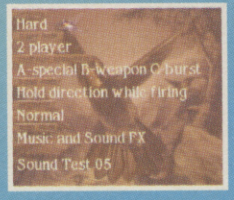
BRING OUT THE RAID

There are plenty of horribly mutated insects and plants for Kolibri to fight with his new-found techno beak, including these nasties here. Most of them only take one hit before they explode but some require serious thought on the player's part before allowing Kolibri past.

▲ Did you know that hummingbirds can fly backwards? We're full of useless and uninteresting facts like that, we are.

◀ The way that most of the weapons home in makes it boring.

This later level is very reminiscent of the Ecco games. ▶



Ring Shot - Powerful orange rings with a limited range.

Laser Shot - Pretty-looking homing laser.

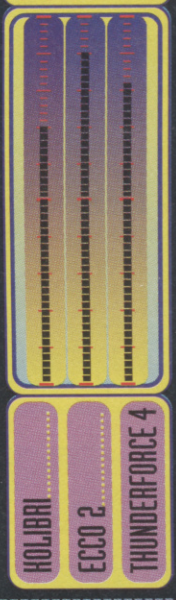
VERDICT

32X

I'm a big Ecco fan, having played both games right through so I was really looking forward to Kolibri. Though the graphics are similar they don't use any of the 32X's extra powers and the Pink Floyd-inspired music isn't quite as good as Ecco's. Sadly, the game isn't much like the marine classic, instead it's a fairly plain shooter with pretty graphics. The game becomes dull after you've flown Kolibri around for a few minutes, with 'guns' automatically taking everything out for you. Also the puzzles are frustrating because the movement of your hummingbird isn't instinctive enough. A good game but it's a bit of a let-down.

ED LOMAS

SCORES



GRAPHICS 87
Colourful but flat scenery.

ANIMATION 79
Not as good as it should be.

MUSIC 81
Inspired by Pink Floyd only not as good.

SOUND EFFECTS 78
A bit fuzzy and feeble really.

GAMEPLAY 77
Something's not quite right about the 'handling' of Kolibri.

VALUE 69
The 32X's abilities are wasted, though the game's good.

OVERALL
Should appeal to shoot-'em-up and hummingbird fans though Kolibri's dolphin cousin Ecco lives in a much better, cheaper game.

70

What hasn't already been written about Mortal Kombat 3, eh? This, actually.

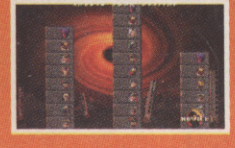
MORTAL KOMBAT 3

PC CD-ROM
BEAT-'EM-UP
GT INTERACTIVE
£44.99
OUT NOW
1-2 PLAYERS
SATURN AND 3DO VERSIONS PLANNED
MEGADRIVE, SNES AND PSX VERSIONS AVAILABLE

The PC isn't well known for its arcade conversions. Alright, it is – but only because they're usually so dreadful. It's this track record that had us dreading MK3, what with our anti-hype caps stopping the evil "best version yet" claims from influencing us. Imagine our surprise when the "best version yet" arrived in our deluxe penthouse offices. You don't need telling about Mortal Kombat 3 again. If you do you're stupid. There's been much more written about this game than most, and this is probably the closest version to the arcade original of the lot. To most people that's enough to convince them to spend their wonga on it, but others aren't so easy to please. Because of this, difficult-to-please PC owners get some new features.

If you know the top secret code you can play as Smoke.

Jaime was playing here, which is why 'novice' is selected.



WE NEED KOMBO POWER, NOW!

Here's a nice 'n easy Kano kombo Ed prepared earlier.

First, a high punch to the head...

then a nasty uppercut to send them flying...

then another high punch...

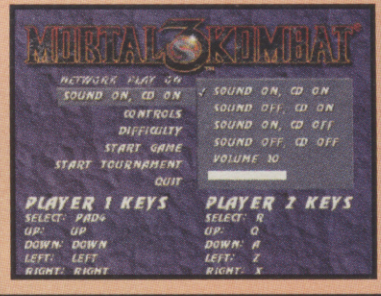
and a jumping kick gets one more hit in.

followed by a "Glasgow kiss"...

There – an easy 5 Hits and some very impressed mates.

SAFE 'N' SOUND

This PC version probably has the best sound of all the home versions - EVERY speech sample, and EVERY bit of music, EXACTLY the same as the arcade original. This may not seem particularly important, but the game sounds a lot better with the arcade's effects turned up really loud, and this one's got them all. All the thumps and screams, and all of Shao Kahn's grumbling speech. Chexellent!

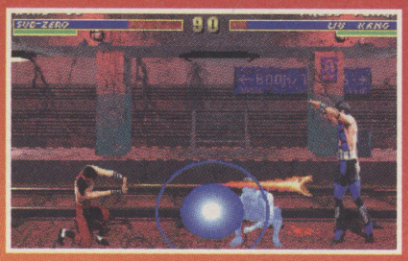


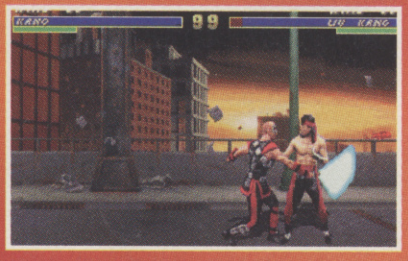
YOU'RE TAKING THE PITS

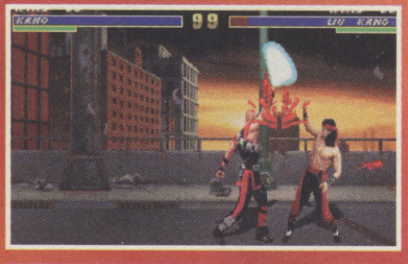
When you win the final round on the Pit 3 stage, your defeated opponent earns a free trip to the blade-filled bottom! Nice.

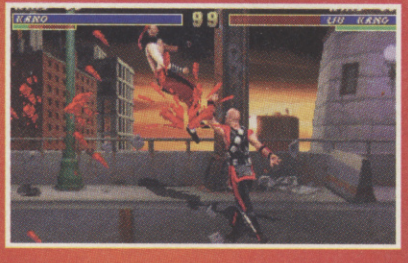
Sindel smacks Stryker off the thin ledge...

"Oh plop", he thinks on the way down to his messy death.









MORTAL KONTROL

Though the game supports joystick or joypad control, funnily enough the keyboard is probabaly your best bet. It gives easy access to the six different action buttons as well as letting you set up the most comfortable button configuration. The only slight problem in this area is that rolling the pad for some fireball moves is a bit difficult. Mortal Master Ed can still finish the game with the keys, of course.

TOURNAMENTAL

One of the features included in the Mega Drive version as a cheat is included here as a regular option. You can set up a battle between two teams of up to nine characters, who then fight one another in order. It's an interesting diversion, which all adds to the game's lastablility.

(Above) Motaro demonstrates the problems of eating too much fibre to Sonya. (Below) Shao Kahn knees little Sub-Zero in the face.

LAN AHOY!

One of the big new features in the PC CD-ROM version, apart from the big box, is the ability to play against other computers on a LAN (local area network.) If you work in a building with networked machines, just put your name on the challenge screen and wait for a workmate to 'ask you outside', as it were. Not many people work in a building full of death-crazy Kombat fans, however. And if you go to the trouble of linking up with your friends, you're far more likely to play Doom Death Matches. You can still send rude messages to your opponent in the middle of fights, which makes it yet more fun.

CVG HIT!

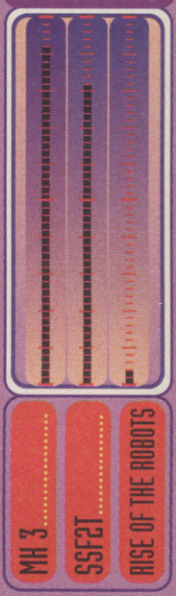
VERDICT

PC CD-ROM

I've played every version of Mortal Kombat 3 so far and still think that it's great. This is just as good as the Play Station version but with more features. The loading times are much, much shorter than the PS version and it runs just as quickly on a decent machine. All of the arcade features are there, meaning that there's not much more to say about it. The slight downside is that the PC version has slightly lower resolution than the others. Otherwise it's just really brill and Mortal fans should purchase a copy or two at once.

ED LOMAS

SCORES



GRAPHICS 87
Massive sprites but low resolution. Almost coin-op perfect.

ANIMATION 84
Fairly rough at times – just like the arcade version, in fact.

MUSIC 92
The original music of the arcade machine coming from CD.

SOUND EFFECTS 93
All of the arcade's speech and other sounds.

GAMEPLAY 93
More like the arcade version than any other.

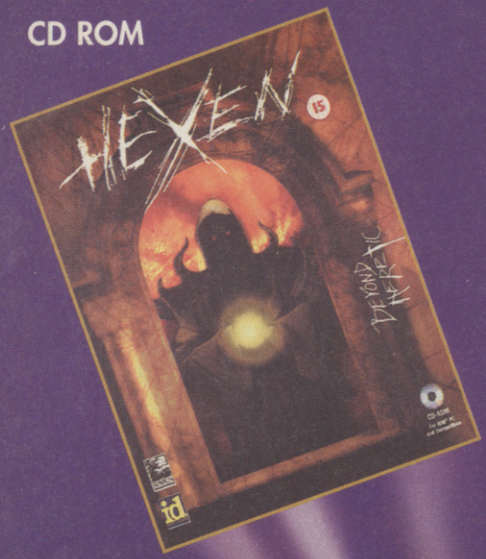
VALUE 93
Great game, great packaging, great price.

OVERALL
Probably the best version yet, and the best PC beat em up by far. Curiously so too, because we all expected far worse.

92

It's in the Bag!

CD ROM



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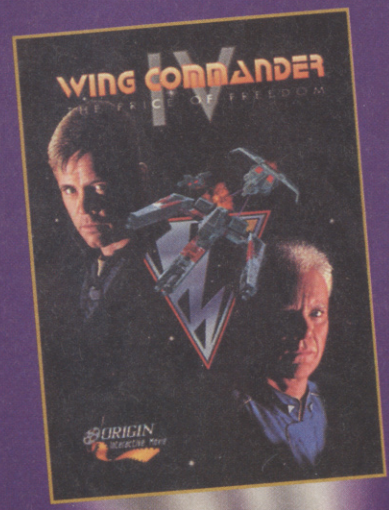

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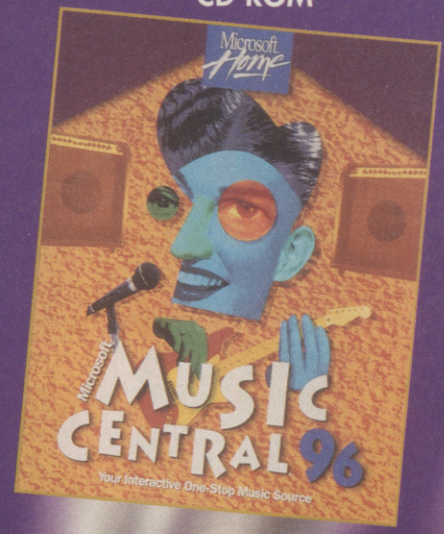

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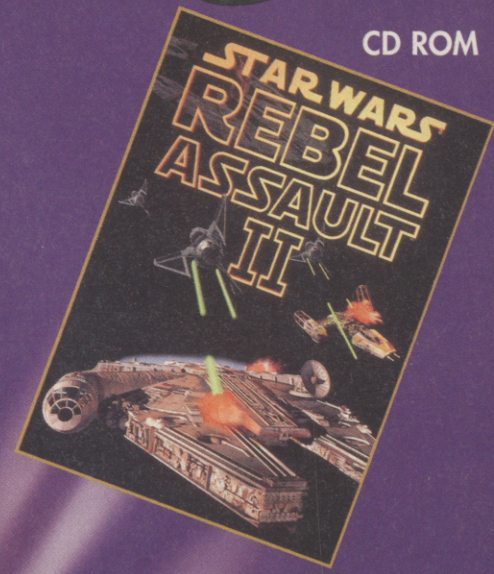
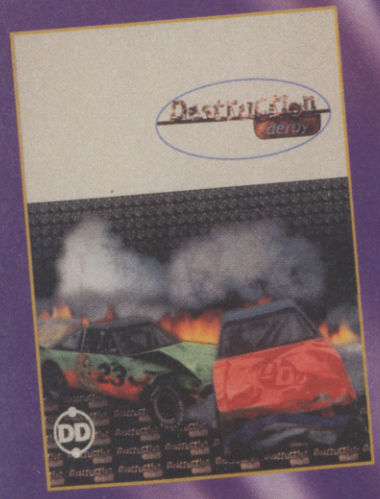
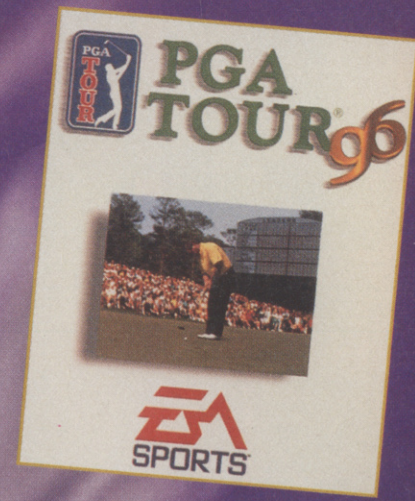




PLAYSTATION CD ROM



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Never heard of Pitfall Harry have you? Those of you who have probably won't admit to it either. That's because he's a historic video games superhero – one that revolutionised the Atari 2600 in the early eighties. Now Harry Jr is here to do the same for Jaguar.

PITFALL: THE MAYAN ADVENTURE

▲ *Pitfall is a very addictive game. As you can see, Harry is hooked. Ho ho.*

▲ *Can you spot the popular Pitfall character in this picture?*

Actually "Pitfall: The Mayan Adventure" is already available for the 16-bit machines. To all intents and purposes this version is identical. Though minor cosmetics are applied to the visuals, the overall structure is unchanged. Assuming you have cared less about the Super NES and Mega Drive since buying a Jag, here's the lowdown on what you've been missing.

An original concept the first Pitfall might have been, but The Mayan Adventure is pretty standard these days – a platform adventure which forces the hero to negotiate tricky eight-way scrolling 2D environments. Whereas Rayman takes us to impossible fantasy locations, here they are closer to actuality. But no less treacherous. Harry Jr is presented as a casual clad, puppy dog adventurer, keen to cut his teeth on similar kinds of antics to those which made his father a legend. The whole premise behind the old VCS game was the adrenaline-burning prospect of timing a rope swing over some deadly bog, or swift hopping across the mouths of hungry crocodiles. Naturally Activision have reinvented the scenario somewhat and given Harry Jr much more to consider. In abandoned mines 'H' takes to skating with rusty old carts. Jungle terrain lends itself to bungee jumping, and Death Sliding off vines. Dad was forced to run for his life the whole time, but Jr is able to fend off attacks with a swift boomerang, and pebbles from his sling. The latter is also used to monkey swings from barbs found in some ceilings. And for anyone still nurturing fond memories of the good old days, there are many secret areas to discover, one of which is a fully playable version of the 2600 game. Here you can see exactly how basic it truly was. And it was state-of-the-art only ten years ago!

▲ *I'd take that thing back to the pet shop.*

VERDICT

JAGUAR

Sampras '96 is a tidy update of what was already

There are some great routines running through this jungle remix; ones that Kroyer Films' animators obviously took time perfecting the look of. Soundelux Media Labs' film industry expertise is credited less by the music aired, though it's still pretty intelligent. But even this kind of assistance cannot hope to inspire originality in a game, and, despite its heritage, The Mayan Adventure slips dangerously toward the mire of insignificance. Elsewhere in the computer and video games industry, Activision are still wooing players with ground-breaking PC titles such as Mechwarrior 2. On console they are lacking imagination. Whereas the Mario Bros and even Pac Man have maintained an air of originality about them since 1982, Harry Jr has fallen into the trap of looks over gameplay. And for the Jaguar these graphics are not so radical either. So long Harry, it was nice knowing you.

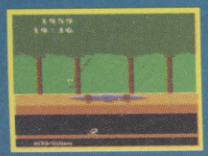
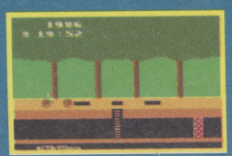
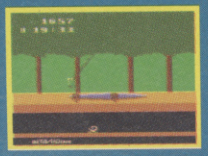
PAUL DAVIES

SCORES

GRAPHICS	77
ANIMATION	80
MUSIC	79
SOUND EFFECTS	71
GAMEPLAY	64
VALUE	62
OVERALL	66

DO NOT BE ALARMED... DO NOT ADJUST YOUR SCREEN...

Yes, you've guessed correctly. The screenshots below are of the 'original Pitfall' hidden within Mayan Adventure. Must be quite chilling for Harry, looking at his father and realising he's made of eight pixels and has no face!

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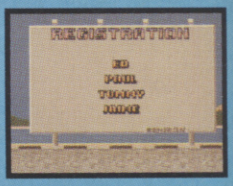
PLAYING 4 FUN

Codies fantastic invention, the J-Cart, is used once again, letting you rally with up to three other people at once. There are lots of multi-player options like the ability to play on a full screen where anyone lagging behind gets warped into the middle of the pack with a time penalty or to play in a four-way split screen mode. This is a good idea but with such small screens it can be difficult to see where you're going.



You can play with the split screen running horizontally or vertically.

The 'Acid' written everywhere refers to the programmers of the game.

If you're one of the lucky people who's got themselves a Sega Saturn, you'll no doubt be looking forward to the amazing Sega Rally. Everyone knows that rally driving's miles more fun than Formula 1, simply because you get to throw the car around the corners, power sliding and jumping your way over hills as well as bashing anyone in front of you off the track. It's because of this that Megadrive owners have been getting very excited about Codemasters' Super Skidmarks, as they boast that it's "The ultimate rally riot!"

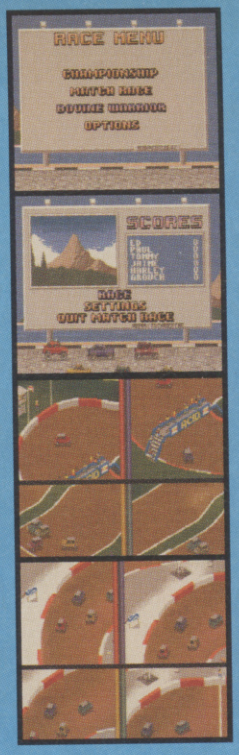
The basic idea is the same as every driving game: Win. You can do this any way you want in Skidmarks – if someone's in your way, smack 'em out of it! Sound like your kind of thing? Course it does!

Have you got skidmarks? We have! Super ones, too! ...zzzzzzzzzz...

SUPER SKIDMARKS

DON'T HAVE A COW, MAN!

One way of keeping the attention of players is by promising that there are secrets hidden in the game. A well-publicised cheat lets you play as a shades-wearing cow, complete with fluffy dice, but there are many more including secret leagues, F1 cars, zero gravity and power-ups. We can show you some of these now but we aren't allowed to reveal how to do them yet. Next issue though...



As you can see, the four-player split screen mode only gives you a small playing area but is still lots of fun.

VERDICT

MEGA DRIVE

This is pretty much a 3D version of Micro Machines, with even the controls and some sound effects exactly the same. Though the game's good fun, the bumpy tracks and the slightly awkward view mean that it isn't as smooth to play as MM2. There are loads of clever features and play modes and, as always, the J-Cart multi-player option is loads of fun, though the four-way split screen doesn't work too well. Having loads of secret options and things is a great idea and the secret vehicles, once you find them, are really cool. Sadly the game just isn't as good as the Micro games, fun though it is.

ED LOMAS

On the left we can see the start of one of our office tournaments, which Ed won, as always.

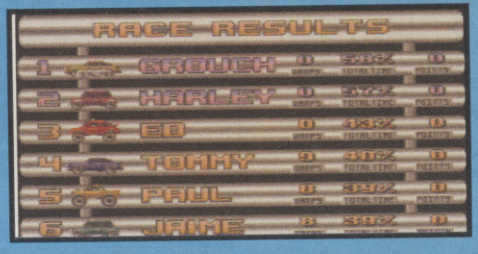
The yellow car storms ahead of the chasing pack in this action-packed shot of the beach race. Fantastic!

SOUNDS FAMILIAR

One mysterious feature is that the sound effects are almost identical to those in Micro Machines 2. Even the cars have horns. Controls are identical too, meaning that they are as simple and intuitive as ever.

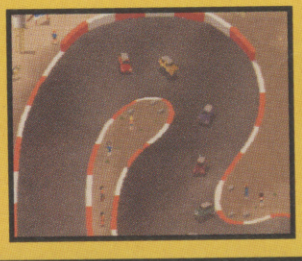
Codemasters

Here we're having fun in the secret formula 1 cars.



TRACK RECORD

The game includes over 40 tracks, rendered in 3D, spanning various locations: beach, ranch, rally and snowy mountain and once you learn them you'll soon figure out which of the 12 vehicles suits each track. The Minis, Beetles, Trucks and so on have all been rendered from 3D models making them look more realistic than other isometric racers, although occasionally the animation is a bit rough.



SCORES

SKIDMARKS	79
MM '96	70
SUPER OFF ROAD	81

GRAPHICS 79
Small but well-detailed cars and tracks.

ANIMATION 70
Slightly dodgy animation on the corners.

MUSIC 81
Good Micro Machines style Rock 'n Roll stuff.

SOUND EFFECTS 80
Pretty good, though some of the FX are from MM2.

GAMEPLAY 87
Fast in places but a hit slows you down too much.

VALUE 95
A great game with built in 4-player adapter.

OVERALL
A fun rally game let down slightly by not-quite-perfect handling. Lots to keep you occupied for a long time and a cracking 4-player laugh.

85

The Neo Geo has played host to some of the best combat games available. Truth be told it has played host to little else! King of Fighters 95 is another fighting game.

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THE KING OF Fighters 95

CVG HIT!

But what a game it is. The most original aspect of KoF has always been the team angle of the game. Rather than taking one fighter into the game you select three, and do battle in each round against three different opponents. This manages to increase the amount of variety in the game by a factor of three, and makes King of Fighters one of the most varied, exciting combat games around. With the exception of Konami's lacking Dragoon Might, no other fighting game has cottoned on to this excellent idea.

Still, this feature was available in this game's predecessor, King of Fighters 94. However, this time, there exists a Team Edit mode - this enables you to choose from all 24 fighters and create your own unstoppable killing force. Previous weak links in certain teams can now be removed and replaced, adding significantly to the fun factor. What this also means is that the variety of KoF is now even more pronounced - there are over 2,000 different possible team formations with the 24 fighters.

At its most basic level, King of Fighters is best described as the ultimate culmination in the evolution of Street Fighter II (and this game was designed by some of the original Capcom masters who invented that classic) and represents some of the greatest fighting moments you'll ever experience in an arcade game.

The home CD version remains identical to the coin-op - as all Neo Geo titles do - but the loading is even more pronounced than the memory-intensive King of Fighters 94. Whereas the preceding game loaded in both teams (six characters), 95 loads in each individual character, which breaks up the game horrendously mid-bout. Oddly enough, you get over it quickly when playing in two-player mode. However, the one-player game suffers badly. Speaking of which, the CPU computer logic remains as cheap and as unsatisfying as ever it was - this is definitely a game best enjoyed with two players.

If you're interested at all in King of Fighters, it's worth checking out down the arcades. What also might be of interest is the announcement from SNK that they are to have discussions on swapping arcade titles with Sega. Who knows? Maybe we could expect to see a Saturn King of Fighters some time in 1996?

WHAT NEXT FOR SNK?

While Capcom have taken the fighting game more into the popular market with titles such as X-Men and the forthcoming Marvel Super Heroes, SNK have aimed their games (KoF in particular) at the hardcore combat veterans. Since KoF is the pinnacle of sprite-based combat games, the question is: where can SNK go from here? Well, it's common knowledge that SNK are planning a super-powerful 3D 64-bit system, due sometime late next year at the earliest. The combination of SNK's undisputed mastery of the combat game along with advanced 3D technology is something we can't wait to see...

As you can see, King Of Fighters has a thrilling intro sequence. See The Master's grabs on the right.

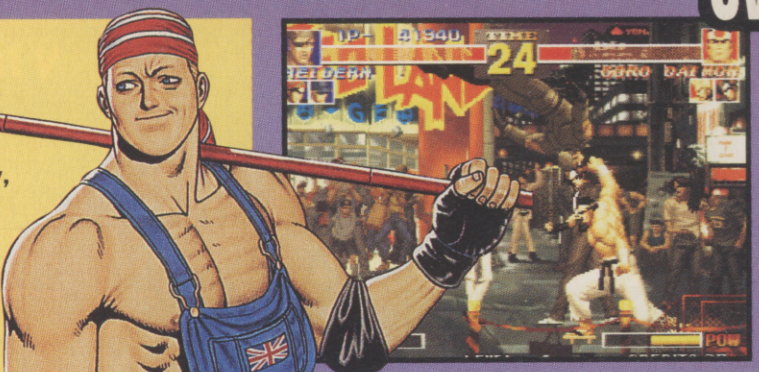
ENTER THE SOUTH-TOWN CHALLENGERS!

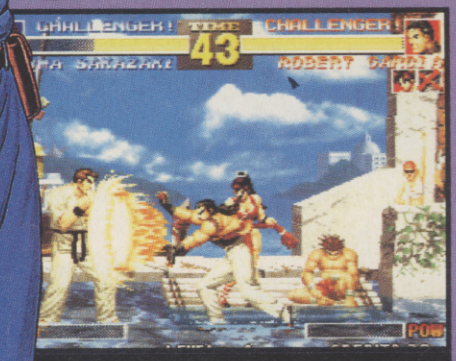
The American team from King of Fighters 94 are no more. Despised for their general cheapness and lack of popularity, Heavy D, Brian Battler and Lucky Glauber have been replaced with an all-new Killer Team of incredible combat talent.

IORI YAGAMI
Japanese hero Kyo's deadliest enemy, Iori shares many moves with his nemesis, including an awesome array of fiery strikes. Iori has become an instant favourite with King of Fighters veterans.

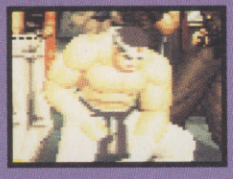
BILLY KANE
Should you attempt to "dis" Billy for his unfortunate dungaree fashion sense, you can expect to be on the receiving end of some of the most adept cane twirling you're ever likely to see.

EIJI KISAGARI
Combining an awesome array of attacks with excellent defensive play (Eiji can reflect fireballs - and even super fireballs!), Eiji first appeared in SNK's excellent Art of Fighting 2 coin-op.





The option to play as your favourite characters from any of the popular SNK beat 'em ups, is what makes King Of Fighters so appealing. Unless you hate SNK beat 'em ups, that is.



WHAT'S NEW?

Of course, the big feature of King of Fighters 95 is the ability to create your own team by picking three of the 24 fighters available in the game. But this isn't where the innovation ends. A new team has been added (see above) and every single character in the game has at least one new special move. Of course, every fighter has also had their combo quotient boosted to stratospheric proportions. Fighters with moves that are difficult to execute have been redesigned, making them more user-friendly.

SECOND OPINION

NEO GEO

I've never been a big fan of the SNK brand of beat 'em ups, preferring the likes of Street Fighter 2 and Virtua Fighter instead. As it stands though, King Of Fighters '95 is undoubtedly a superb fighting game. The huge range of characters, awesome moves, team option and fantastic presentation make KoF a joy to play. If you've got a Neo Geo CD you obviously wanted this type of game, and this is the best you can get. I myself, am looking forward to X-Men on the Saturn.

TOM GUISE

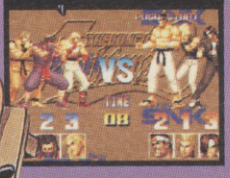
Doesn't make the slightest bit of sense, does it? Only The Master can fully comprehend what it means.

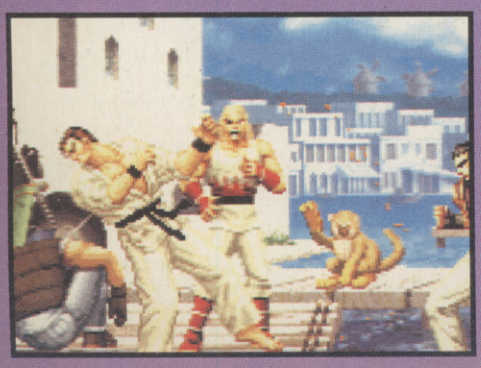
THE KING OF Fighters 95

HMM... AN INTERESTING FACT

In Japan, the Neo Geo system has attracted an enviable following of die-hard arcade fans. On the first week of release, the *cartridge* version of King of Fighters 95 sold over 30,000 copies. That might not sound like much for Japan, but you must bear in mind that the 305-meg KoF 95 cart retails for between £160 and £200!

More exciting grabs courtesy of... The Master!





Anyone interested in buying a second-hand pair of binoculars?

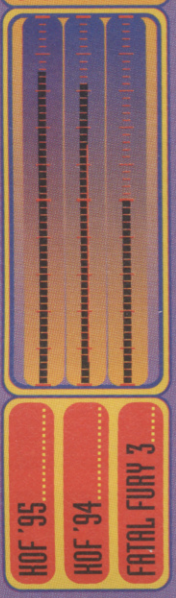
VERDICT

NEO GEO

Two popular sprite-based combat games have arrived this month - King of Fighters 95 and X-Men: Children of the Atom (a demo version on Saturn). KoF is definitely an experts' combat game - the sheer range of attacks, the variety in the characters, the incredible combinations - it's awesome frankly. I mention X-Men because that game is accessible to novice fighters, which this definitely isn't. Still, in my books, King of Fighters is aptly named - incredible stuff!

PAUL DAVIES

SCORES



GRAPHICS 91
Great looking sprites and fantastic backdrops.

ANIMATION 90
All the awesome moves are displayed in a brilliant fashion.

MUSIC 91
Atmospheric tunes that add a bit of spice to the action.

SOUND EFFECTS 91
Great fighting sounds, but some peculiar speech.

GAMEPLAY 94
For sheer depth and combo potential, KoF is right at the top.

VALUE 90
24 fighters and an excellent team option. Great value.

OVERALL
Irritating for solo players, but absolutely stunning in every regard when played as it should be with two players at the controls.

93

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ESPN EXTREME

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NO OTHER VERSIONS PLANNED
NO OTHER VERSIONS AVAILABLE

Yo hip and groovy daddio, nice deck if I might say so. Let's catch some wicked air, and, er... oh sod it, let's just go play this racing game. Man.

If there's one thing that's become apparent in the short time the PlayStation has been around, it's that it can shift 3D graphics like nothing else. The obvious genre to exploit this attribute is the racing game, and with the like of Destruction Derby, Cybersled, Ridge Racer, and, of course, the mighty Wipeout, we're certainly not suffering a drought on that front. ESPN (which is the name of an extreme sports TV channel in case you're wondering) differs by taking things down to a more basic level. You can choose to compete on a number of different street vehicles, including roller-blades, skateboards, bicycles, and weird 'tea-tray on wheels' affairs called Street Luges.

ESPN, however, manages to combine the impressive graphics seen in other PSX racers with the more 'fun' gameplay seen in such previous titles as Skitchin' and Road Rash. It's a straight forward racing game, only with tons of violence on-route. There are a number of locations to race in, each with certain characteristics. Utah offers cliff-edge rock roads, while Italy has narrow, cobble-stoned roads to jigger your teeth out on.

Just to add to the fun, there are a number of coloured gates to (attempt to) jump through as you travel along the courses, offering either season points for the league table, hard cash used to buy better equipment, or access to secret caves and short cuts.

PEOPLE ARE PEOPLE

Before you start the season you need to select your character. You can't change once the season's underway, so take your time and get it right. Do you want versatility, or someone specialising in sheer strength?

BEHIND THE GREEN DOOR

It's all very well racing your nuts off, but you'll need more than a good finishing position if you want to progress. The only way to raise more season points and earn some money is to get yourself through as many of the gates that appear along the course. What say we go have a little look see?

GATE 1

The green gate is one to aim for is you're a greedy bast' simply because you get a nice "KERCHING!" and some dosh to play with.

GATE 2

The yellow gates go towards your overall season point tally at the end of the race, so squeeze through as many of these as possible.

GATE 3

These are tricky little devils, because they're more switches than gates. Pass through these and secret doors open, stone slabs move out of your way, and wheely-bins trundle across the road in front of your opponents.

KICK 'EM!

If anyone gets in your way, kick 'em!

GAMES

SECRETS!

Once you start learning the various tracks' layouts, you'll be able to exploit the better routes at junctions, as well as look out for hidden caves and short cuts. This one's a bit nasty to negotiate, but contains lots of loverly yellow gates.

WHAT'S YOUR PLEASURE?

As the season progresses you can buy new equipment, and even change between vehicles. If you've had enough of the skate board's poor acceleration, perhaps the bicycle's more up your valley.

SPLIT SCREEN

Nice, open, split-screen viewpoint.

SECOND OPINION

PLAYSTATION

ESPN only offers you a relatively small number of tracks to race over, but, when played as a season, they actually change each time you return to the same location. By your second and third visits, all manner of extra obstacles and barriers suddenly appear. The split-screen two-player mode is another excellent feature, giving the game the edge over other racing games. Though Ridge Racer and Wipeout are far more impressive games than ESPN, there's really nothing to beat a good two-player challenge, and with this game you don't need link-up cables, two machines and two copies of the game – so there's value for money!

PAUL DAVIES

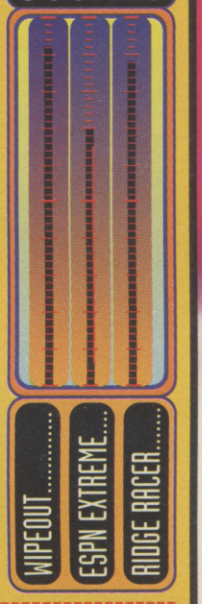
VERDICT

PLAYSTATION

To start with, ESPN doesn't appear to be anything remarkable. However, once you start getting the hang of the controls, and begin to master the technique of getting the best speed possible, things start to happen. First of all you start to really enjoy yourself, then you find yourself really hating the other competitors, and before you know it you're hooked! Ultimately, some people might not go for ESPN because it's a fairly basic game, but it's still damn good fun, and if you have the chance to play this as a two-player, give it a go. I think you'll be pleasantly surprised.

TOM GUISE

SCORES



GRAPHICS 82
Impressive road racing slant. The impossible looks so real!

ANIMATION 78
There's not a lot of it, but the aren't any clipping problems.

MUSIC 75
Suitable enough for this kind of action.

SOUND EFFECTS 73
Not great. Makes you wince when you get pranged though.

GAMEPLAY 80
Basic enough for novices. While pro-players can show off!

VALUE 86
Definitely one to keep handy for a rainy weekend

OVERALL
Original and funny with it. Hardly amazing but full of surprises, so guaranteed to impress even the most ardent anti-gamer.

85

Hello kids! Why it's M.I.C, K.E.Y, M.O.U.S.E come to make your SNES a brighter place all over again. And this time he's brought his friend Minnie along for the ride. Hurrah!

SNES
PLATFORM
CAPCOM
ETBA
OUT NOVEMBER
1-2 PLAYER
NO OTHER VERSIONS PLANNED
NO OTHER VERSIONS AVAILABLE

Careful not to stay on these platforms long.

Useful new outfits from shady dealers.

THE GREAT CIRCUS MYSTERY

STARRING MICKEY AND MINNIE MOUSE

If nothing else The Great Circus Mystery celebrates two of entertainment's longest-running, and most successful partnerships: Mickey, and Minnie Mouse; Disney, and Capcom. Of course there is quite a lot else to talk about here, though it's nothing we haven't seen before – not least from Capcom, Disney, and Mickey Mouse! Minnie is an unknown quantity, however. So bear with us as we pull back the curtain on this... er, Great Circus Mystery, and hope we don't find these mices up to no good!

From the off-set it is obvious that Capcom are playing safe with GCM. The treatment of special abilities is very conservative, compared to the explosive, pick n mix approach to weaponry found in the Mega Man series. However the same is true with all their Disney licenses: Darkwing Duck, Chip n Dale, and Duck Tales all work to pretty strict, platform regulations. Only Goof Troop broke the mould, but wasn't so successful – hence the reins are back in place. So what we have here is Mickey and Minnie Mouse wending their way through a few pretty stages of mildly challenging platform-scapes. As per normal there are opportunities to reap bonus points through items collected, and at the close of each scene there is encountered a Boss/Guardian. All very traditional Capcom fare, which is never entirely a bad thing, but it's a done thing, and a done-much-better-before thing, which is never ever a good thing for most players to appreciate.

VERDICT

SNES

All the hocus pocus in the Magic Kingdom couldn't breath new life into such a tired entertainer as this. Even if you're the greatest fan of either Capcom or Disney, the answer to The Great Circus Mystery is 'don't buy this game.' Clues such as a mere six levels, with easy-to-kill bosses, and infinite continues give off early warning signs. But it's on taking time out to consider the options that this game really begins to stink: Why shell out for this, when there's Diddy's Kong Quest, and (hopefully) Yoshi's Island on the way. Beauty is barely skin deep with this one. Be warned.

PAUL DAVIES

SCORES

GRAPHICS	72
ANIMATION	78
MUSIC	74
SOUND EFFECTS	68
GAMEPLAY	67
VALUE	47
OVERALL	54

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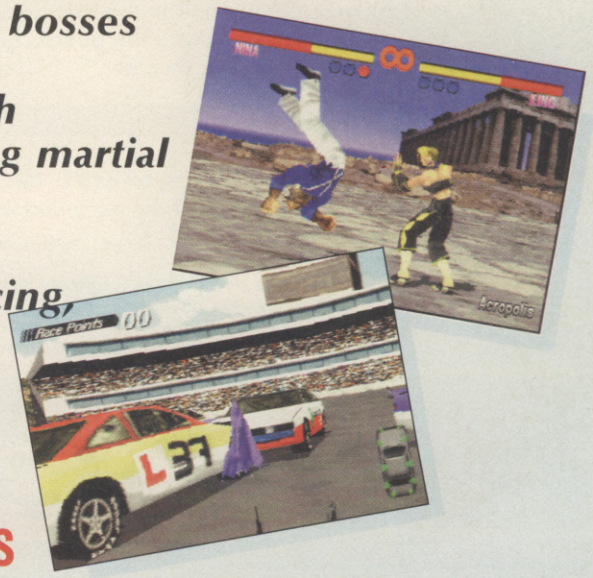

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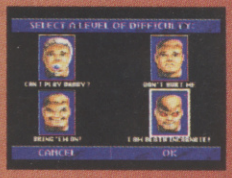
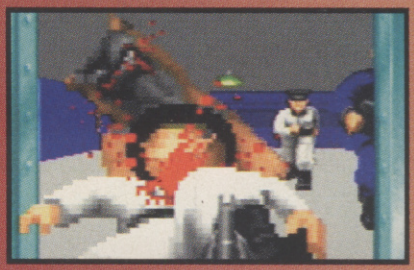


Bet you didn't know that this game got it s name from Frankenstein's pet wolf. If you did, well you're mad because we just made it up. Weird though the name may be, it's well-known as being one of the first fully 3D games around when it appeared on the PC as shareware the early 90's. From Wolfenstein came it s devil son, Doom the fornicator which in turn was the father of what seems like millions of these "Virtual Reality" shooters. Wolfenstein is set in a Nazi base, which explains the Adolf Hitler memorabilia all over the walls, and the plot involves you trying to escape from a prison by shooting the guards and their pet dogs with any weapons you can pilfer.



KNOW YOUR ENEMY

Here's a selection of a few of the early baddies you can expect to meet.

Regular Guard

Armed with only a small brain and a smaller gun.

Dog

The dogs are worth killing for the brilliant howling noise they make.

Big Guard

These guys have got machine guns and take quite a few hits before they drop them.

Guy in White

They're flipping fast and they've got pistols.

TIDDLY-OM-POM-POM

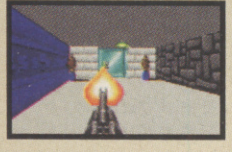
The music in this 3D0 version is particularly good, as it's all real orchestral stuff with REAL trombones and things. Though it's not very realistic - not many people travel around dungeons with the Royal Philharmonic strapped to their back - it's one of the best bits of the game.

AY ARSENAL! AY ARSENAL!

When you start the game you've only got a few bullets in the pistol stolen from the dead guard in front of you, as well as a little kitchen knife in your pocket. By looking around carefully you can find more guns, like a machine gun, a gatling chain gun and a rocket launcher, er, gun.

Here's loads of ammo and guns.

The chain gun deals megadeath!



The machine gun's pretty good fun.

Here's yer rubbishy pistol, provided free.

Game over? Oh damn and blast.

VERDICT

3DO

Why? That's the big question. Why did they bother making it? The game looks really dated now, what with Space Hulk around and it doesn't exactly push the 3DO's processor. There's no variety in the levels at all, mainly because the restrictive and out-of-date game engine forces all of the floors and ceilings in a level to be the same height and the walls have to follow a grid system. The sound is excellent and there are loads of levels, but the big problem is that the game's just not up to today's high standards, as good as it was. The diagonals on the 3DO joypad don't let you walk and turn at the same time, making the game more frustrating than usual. It's slow, annoying and just plain pointless. Hurry up with Doom.

ED LOMAS

SCORES

GRAPHICS	72
ANIMATION	65
MUSIC	90
SOUND EFFECTS	88
GAMEPLAY	67
VALUE	40
OVERALL	61

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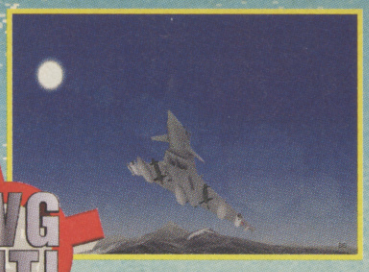

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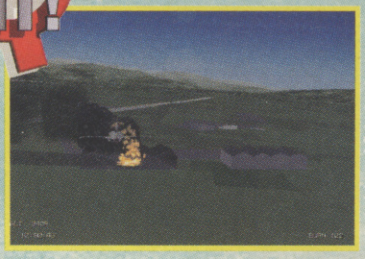


TFX: EF2000 is the result of NATO collaborations and months of hard work, but is Ocean's flight of fantasy destined to soar through the skies or crash and burn?

***CANNON:** Hey, this is no weedy pea-shooter, this is a rapid-firing machine gun that's perfect for strafing ground targets and old grannies crossing the road!*

Ever since Flight Simulator came out yonks ago flight sim enthusiasts have had a rough deal, constantly bombarded with abuse for not liking gore-fests like Doom and generally being, dare I say it, dull. But do "propeller heads" deserve this constant of insults? Virgin's ground-breaking Flight Unlimited boasted staggering photo-realistic graphics and suddenly it was cool to like sims. Though it offered little in the way of gameplay.

TFX: EF2000 is just as well hung in terms of presentation, but it's also stacked in the gameplay department. It's got tons of missions to fly, it can be as easy or complex as you like and you get the chance to blow the crap out of everything - what more could you want?

DEAD EASY OR HARD AS NAILS, SIR?

TFX: EF2000 is essentially divided into three levels of complexity. At its most basic, the arcade mode, you're simply invited to burn through the skies nuking the Ruskies with wads of missiles, and it provides little in the way of a real challenge. Enter the simulator mode and things get more complicated, with realistic flight models introduced, along with crucial elements such as waypoints and weapon payloads that must be carefully considered. Finally there's the campaign mode - a whopping great conflict that is best left for the expert pilot!

EVEN BETTER THAN THE REAL THING

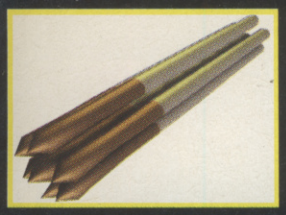
Digital Image Design, creators of TFX: EF2000, worked in conjunction with British Aerospace to ensure the flight dynamics and virtually every other aspect of the EuroFighter is as accurate as possible. Experienced aeronautical engineers were consulted during development and as a result EF2000 is one of the most realistic PC flight simulators around.

It's not just the EuroFighter that is authentically recreated either as every single aircraft in the game, from F-16s to Soviet Hind helicopters to massive AWACS, perform realistically. Don't worry if you're not a complete propeller head though, as a more simplified flight model (and weedier enemies) are accessed simply by reducing the realism level.

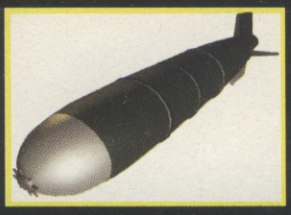
▲ Having cleared the area of air resistance, the A-10s fly in low to take out the enemy ground installations.

TFX.

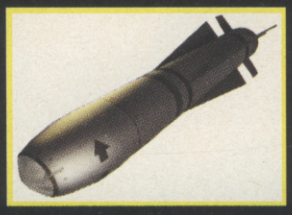
KABOOOOOM!



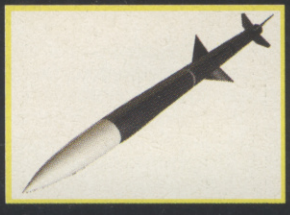
ROCKETS: A pod filled with high-explosive rockets. They may be inaccurate but it's worth getting some of these, even if it is just for the flashy light show!



BOMB: It's a bloody great bomb, right, and it blows things to little bits. Well, providing you can drop the damn thing on target, which is easier said than done.

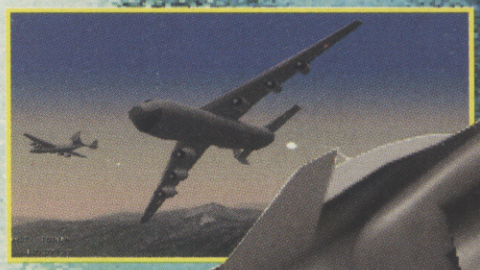


AIR-TO-GROUND MISSILE: This TV guided missile is perfect for eliminating ground threats like SAM sites and tanks. Shame you can't pick up BBC1 though.



MISSILE: Naffed off with some hotshot Ruskie filling your baby with bullets? Lock on with this heat-seeking beastie and nuke the git.

◀ Pull back on the stick and fly through the clouds to enter a fluffy white wonder world. Ahh...



ACTUAL REALITY (WELL, ALMOST)

Fed up with flying over bland polygon triangles that are supposed to be the snow-capped Alps? Simplistic low-resolution graphics have been unceremoniously dumped, as TFX: EF2000 boasts impressive photo-realistic texture-mapped landscapes complete with winding canyons, towering mountains and complex cities.

Diverse flying conditions have been catered for too, and all too often you'll end up cruising through mist and even through dense clouds navigating only with the HUD and the dials in the cockpit. There are also night missions to tackle, as well as dawn and dusk raids where the terrain is faintly illuminated by the sun peeking over the horizon.

▲ EF2000's sophisticated WarGen campaign generator can intelligently handle more than 3000 individual things at any one time. It can also cook, apparently.

ADVANCED COMPUTER CRANIUMS

Unique to TFX: EF2000 is the advanced artificial intelligence system, that enables each computer controlled aircraft to act independently (and intelligently) from each other. This is immediately apparent in the wingmen that accompany you on each mission. Up to five other aircraft will fly in your wing (depending on the difficulty of the sortie), and while they capably respond to your specific orders, they'll also adapt attack strategies to suit certain situations. Therefore providing back-up when it's desperately needed, or attacking the primary target if you're otherwise engaged in combat.

◀ The virtual cockpit allows you to track enemy fighters without straining your neck muscles.

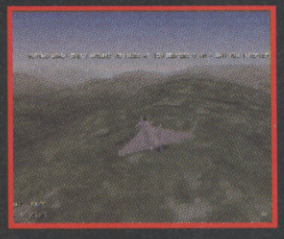
4 MILLION KILOMETRES OF TERRAIN? NOR-WAY!

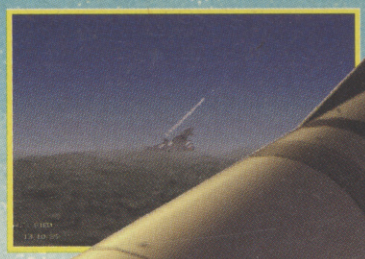
It's plainly obvious that a great deal of effort has been made to ensure TFX: EF2000 is the most realistic flight simulator on the PC, and this becomes apparent when looking at the campaign theatre. It's set over Norway and Scandinavia, and stretches a massive four million kilometres square! What's more, it's based on accurate military maps and charts of the area, which means virtually every river, canyon and mountain is present in the game!

EF2000

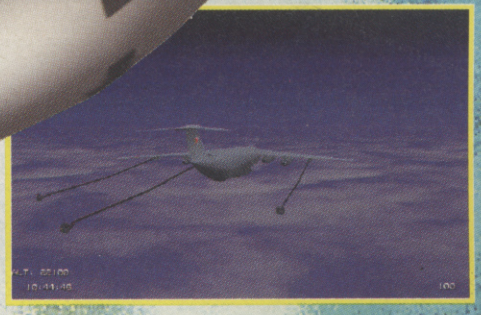
PERFECTLY FORMED

Attention to detail in EF2000 is quite literally stunning. Switch over to one of the many external views and you're treated to a gorgeous SVGA shot of your aircraft, fully laden with missiles and emblazoned with numerous military insignia. Start banking the ailerons move, slow down and the airbrake will flip up. Hell, when you kick in the afterburners they become blurred by heat haze and you can even see the reflection of the HUD on the canopy as you pan around the aircraft!





Hmm, why are there three large umbilical cords hanging from that plane?

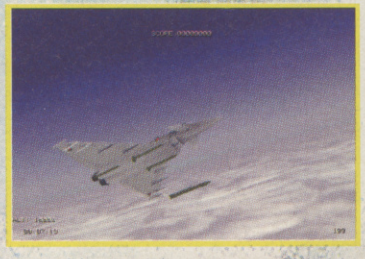


▲ A lone Russian helicopter - easy pickings for the world's most advanced combat fighter, the EuroFighter.

▲Flick to one of the numerous external views and you can even wave at yourself while you're sitting in the cockpit.

MONSTER MACHINE ALERT!

TFX: 2000 sounds just brilliant, doesn't it? Well to be quite frank it is - providing you've got a decent PC. We're not talking about a DX2/66 here, ideally you'll need at least a P90 to get the most from DID's masterpiece. The reason for this is because while the game will run in low-res VGA, it's pale in comparison to the considerably more detailed SVGA mode. On top of that 16Mbs of RAM is recommended, although it should run perfectly well with a meagre eight.



VERDICT

PC CD-ROM

It's difficult to actually find fault with TFX: EF2000 because it is the best flight simulator on the PC. Every aspect of the game has been honed to perfection - the presentation is astonishing, the hyper-defined SVGA graphics proving functional, attractive and above all realistic. TFX: EF2000 has something on offer for everyone - hardcore flight sim enthusiasts will wet their pants over the authentic flight model and the advanced WarGen campaign generator, while rookie pilots will enjoy the simplicity of the arcade battles which eventually lead into the more dynamic simulator missions. If you've never flown the virtual skies then now is the perfect chance to begin. If, on the other hand, you're a veteran armchair pilot then TFX: EF2000 will provide literally hours of dogfighting entertainment. Quite simply an essential PC purchase.

ALEX SIMMONS

I WANNA PLAY WAR

In addition to flying individual one-off missions, there's also a mammoth campaign generator to dive into. Encompassing a vast expanse of Scandinavia and Norway, you overlook the entire NATO force as the battle against Russia develops, issuing orders to aircraft squadrons and generally making sure the conflict progresses in your favour.

The most unique and impressive feature of the WarGen campaign generator is its ability to intelligently control over 3000 individual air and ground-based units, including the all the enemy aircraft, tanks, ships and ground installations as well as handling any of the NATO and other friendly units you're not actually commanding yourself!!!

EIGHT-WAY HARDCORE ACTION

Playing with yourself is good fun for a while but you can't beat a bit of one-on-one action. Extensive network facilities allow up to a massive eight pilots to fly in the virtual skies simultaneously, either teaming together or dogfighting against each other.

SCORES

EF2000	FLIGHT UNLIMITED	FALCON 3

GRAPHICS 94
The aircraft and texture-mapped landscapes are gorgeous!

ANIMATION 90
The attention to detail is brilliant, especially in SVGA..

MUSIC 71
Well, it's a flight sim, isn't it – no hardcore jungle techno here.

SOUND EFFECTS 84
Decent enough quality, but nothing to get too excited about.

GAMEPLAY 93
Can be enjoyed by rookie pilots or flight sim veterans.

VALUE 90
£50 is a small price to pay for the best flight sim on the PC.

OVERALL
Realistic, comprehensive, challenging and detailed. Better than that World Dance thing... well, maybe in the multiplayer mode.

93

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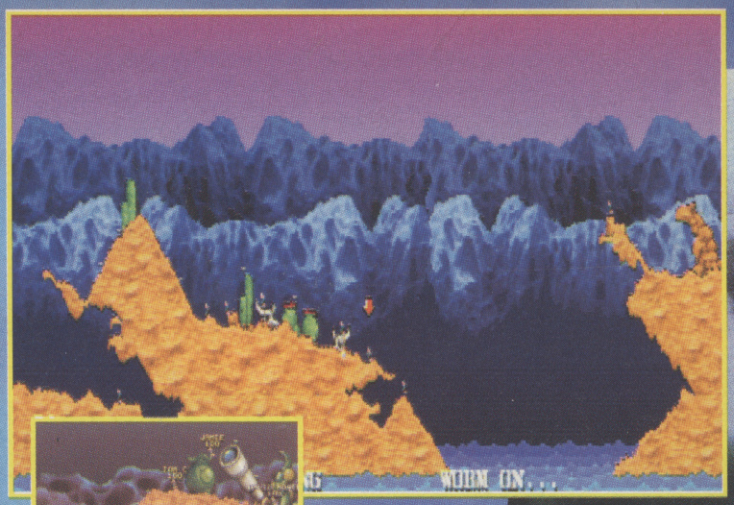


See him. He's just asking for it he is! Check your weapons list and decide his fate!

WHAT'S IN A NAME?

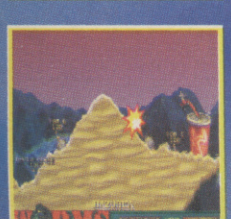
One of those nice little features in Worms is the ability to change the individual Worm soldier's names. This allows you enter your most hated film stars, soap stars, politicians – whatever – and then blow the buggers up! Oh look, it's all your C&VG staff. Let's blow 'em to kingdom come. Aha-ha! God this is good!

Not only has the worm turned, it's heading for your back door. What's more, it's got a gun!!!

Surely some mistake. The panel says this is a PlayStation game, yet it looks as though it ought to be an Amiga game. Well hang on just a moment, because as the old saying goes, don't judge a book by its cover – or, for that matter, a game by its graphics.

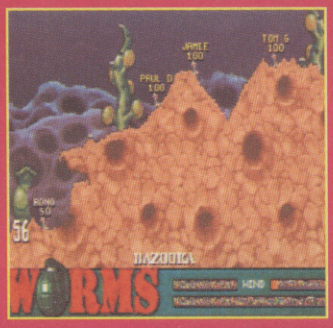
Worms is, quite simply, a souped-up version of an age-old classic called TANX. Here two or more players sit facing each other across a mountainous terrain, taking turns to hit the other by setting their turrets' trajectory and shot strength. You hit fire, see how close your 'educated estimate' comes, then make the alterations you think are necessary to hit your opponent. Simple.

Where Worms differs, is that an incredible amount of character has been injected, with not only cute and lovable/hate-able worms plodding around, but a plethora of weapons that would put Rambo's shed to shame. You can stick with the tried and tested method outlined above if you want, but why limit yourself to just that when you have homing missiles, dynamite, cluster bombs, and even exploding sheep. Oh yes, we kid you not!



WORMS

Alas, we knew them so well. Sort of.



Weapons drop! Aha! Just where we needed it too.

SECOND OPINION

PLAYSTATION

I can feel the targets of a thousand or more angry fans trained on me as I write, but Worms, to me, is a complete turn off. While I commend the work of the programmer, and respect the fact that there are limitless ways to play this game, there has to be some players who aren't taken in by all this – and I'm one of them. I resent the 'humorous' Hadoken speech samples, and get no joy whatsoever from customising my own Worm. The gameplay is way too fiddly and long-winded for the miniscule on-screen results, and stuff like the exploding sheep just isn't funny. The strange brand of humour which seems to have evolved with the Amiga has done so out of desperation for real good games. In that market this will no doubt do very well, but I say discerning console owners should expect something a lot less hackneyed.

PAUL DAVIES

VERDICT

PLAYSTATION

I had a lot of faith in Worms before it even started loading, simply because I knew the title from the Amiga. It is, quite simply, one of the best two-player games you'll find. I realise that it hasn't got 3D graphics streaming through your retinas at 100mph, but what it does have is playability like no other. The one-player game has its faults, namely that the CPU is just too good to be acceptable, but if you treat this as nothing more than a training ground, you'll find the pros of the two-player head-to-head more than make up for any shortfalls. There are very few games that really thrill you, but when you get into serious rivalry, the level of pleasure to be taken from dropping a grenade on your opponent's head is second to none. I'm in love with this game, and suggest that you stop reading this now, and go and buy the game!

MATT BROUGHTON

WORM WARRIORS

Once you start playing Worms, you realise that your main problem is deciding which weapon to use!

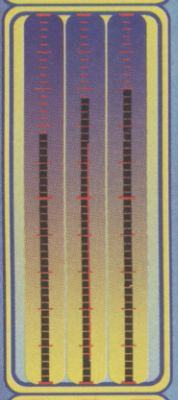
TNT: Perhaps leaving a generous portion of TNT behind an unsuspecting opponent is your cup of tea?

GRENADE: Or why not just keep it nice and simple and lob a grenade at enemy worms?

AIRSTRIKE: Oh, but then again, that Airstrike thingie does look ever so tempting, and it does SO much damage!

NINJA: If you get trapped in a sticky situation, just bung out your rope and reel yourself in!

SCORES



	3D LEMMINGS	WORMS	CANNON FODDER
GRAPHICS	72		
Simplistic. Though this is necessary to do the job.			
ANIMATION	80		
Incredibly detailed considering the size.			
MUSIC	60		
Nothing really to talk about here. Sparse by all accounts.			
SOUND EFFECTS	79		
Again, simple but effective. What more d'ya need?			
GAMEPLAY	87		
Absolutely superb. Pick up and play!			
VALUE	90		
Certainly not a game that will ever gather dust. Great value for money.			

OVERALL

Hardly an eye-opener to start with, but depth of play and sheer addictiveness makes Worms a force to be reckoned with.

84

HEBEREKE'S POPOITTO

SATURN

PUZZLE

SUNSOFT

£TBC

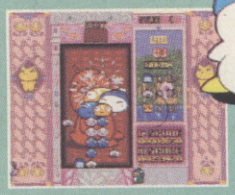
OUT DECEMBER

1-2 PLAYERS

NO OTHER VERSIONS PLANNED

SUPER NES VERSION AVAILABLE

Sunsoft's puzzle game looks pretty tasty, but is this Puyo Puyo Xerox past its sell-by date? CVG takes a lick.

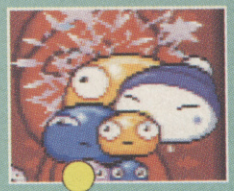


Since Puyo Puyo glued itself firmly to the hearts of players across the world in 1993 puzzle games have never looked back. Problem is they haven't looked forward either, and Hebereke's Popoitto is yet another side step into a popular but 'done' area of gaming.

We're assuming that, reading this review, you fall into one of two categories: Either you're totally new to this kind of game, or you're familiar with the whole Puyo Puyo/ Popoon concept and want to know how this differs. Whatever the case, the basic concept in Popoitto is to direct pairs of coloured blobs so that they form rows of at least four. When this happens they disappear. If, by luck or chance, you manage to initiate a chain reaction of lines disappearing, bonus points are awarded. In a two-player competition, the bonus is that miniatures of your character fall onto their side of the screen, blocking their progress for a time.

Differences are fairly minimal, and not altogether welcome at that. Similar to Tetris 2 on the Nintendo machines, the basic premise of Popoitto is to eliminate small icons that represent all the other characters in the game. Conveniently their colours match up with the full spectrum of coloured blobs – Hebe (the main character) is blue, Jennifer is green, and so on. Once the intruders are gone the screen clears and its on to the next round. Of course each successive round gets progressively harder, as players struggle toward a showdown with some extraterrestrial; who apparently is to blame for this whole Popoitto thing.

Ooah! Pre-tty ex-ploosions...



VERDICT

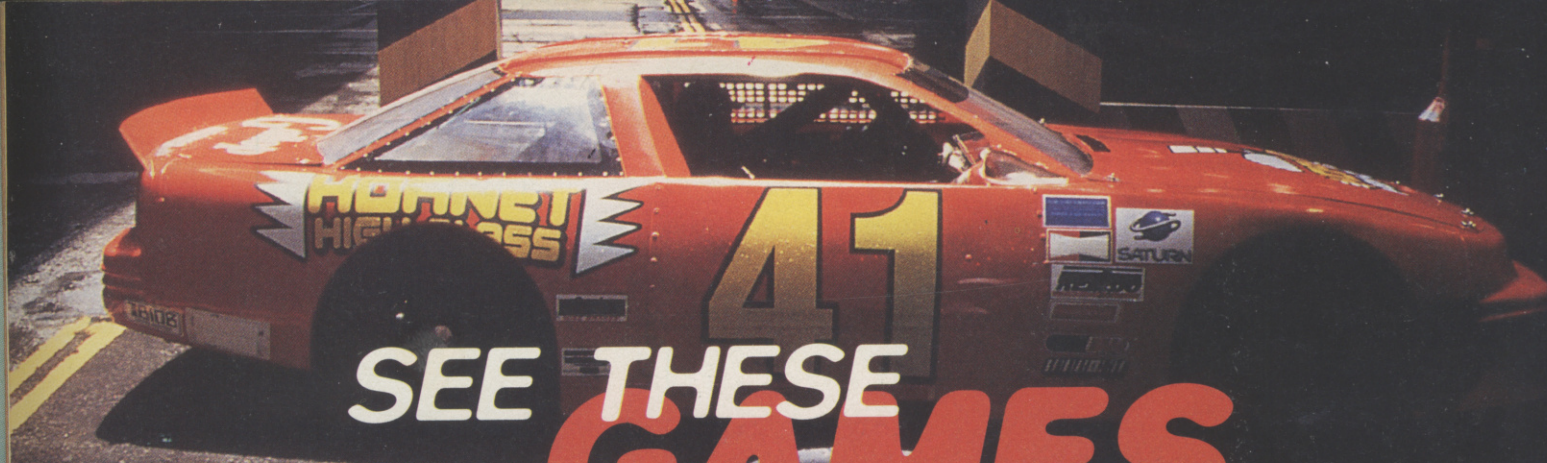
SATURN

Though I'd happily mess around with any daft Hebereke game, it's hard to recommend this poor attempt at a slice of Puyo pie. Whereas Popoon, released for the Super NES, is great because players get results despite the mayhem, Popoitto is too fiddly too soon, and therefore a pain. A well considered puzzle game always gives players a way out of trouble. In Popoitto the system is such that three successive mistakes often prove fatal. Without freedom to exercise skill, even two-player competitions become tedious, as both sides are aware that they are struggling with the game rather than against each other. Love the presentation, loath the game.

PAUL DAVIES

SCORES

GRAPHICS	70
ANIMATION	64
MUSIC	68
SOUND EFFECTS	65
GAMEPLAY	58
VALUE	64
OVERALL	60



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SEGA SATURN™

MAGAZINE

ISSUE 1 OUT 26th OCTOBER

SATURN.....
BEAT 'EM UP.....
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£IMPORT.....
OUT NOW.....
1-2 PLAYER.....
NO OTHER VERSIONS PLANNED.....
NO OTHER VERSIONS AVAILABLE.....

It was a time of heroes. It was a time of legends. It was a time when Golden Axe was the best game you could get on the Megadrive. And now, after three thousand years, Golden Axe has returned, this time on the Saturn. Tis as the bones predicted, sire!

GOLDEN AXE THE DUEL

Ah, Golden Axe. Who could forget that legendary name? Well, to be honest, most of you are probably too young to rememebr it. And those of you who were around at the time, are probably so ancient your brains have atrophied with age. In which case nobody remembers it. Fortunately though, we have historical information about it, as documented in the dark scrolls of the Necronomicon. So here we go.

Golden Axe was a top notch scrolling beat 'em up, created back in the 1920s by leading spinning wheel manufacturers Sega. From a choice of three characters (a barbarian, a swordswoman and a dwarf), two players could stroll through a series of medieval levels, hacking, slashing and, lo, even chopping at the various heathen foes they confronted whilst journeying to destroy the evil Death Adder. And occasionally there was the option to ride atop a pink chicken-fetus for extra laughs. Ah those were the days, probably.

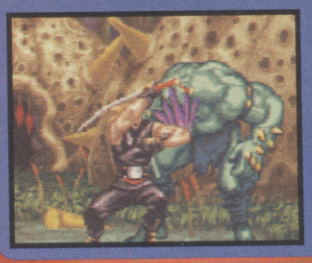
Anyway, you can now experience the thrills of Golden Axe once more, with *Golden Axe: The Duel* on the Saturn. Except, you can't. Because 'The Duel' as we in the business like to refer to it, isn't a scrolling beat 'em up at all. It's been such a long time since the first game that all the characters are too decrepit and arthritic to go running about. So 'The Duel' is in fact a one-on-one beat 'em up in which the characters just stand and fight each other. Not that we have any problem with that, as long as there's plenty of Golden Axe-style slice-and-dice action. Not that we can remember what that's like, mind you.

KAIN BLADE

Known as Ax Battler in the original Golden Axe, this barbarian has obviously forgotten his name through senility. Nonetheless though, he still wields an impressive sword. Kain's is the Ryu/ Ken character of the game, with dragon and fireball moves at his disposal.

MILAN FLARE

Just like Tyris Flare, her great grandmother from the original Golden Axe (probably), Milan is the fastest, but weakest character in the game. Plenty of acrobatic moves and some stunning whirlwind sword attacks make her a force to be reckoned with though.



DOC

This sword wielding martial artist combines a variety of kung-fu throws and lethal slashing attacks with speedy acrobatics to produce a fast, but damaging fighter.

GREEN

He's a slow, lumbering brute and he's green. He also has tusks growing out of his forearms. Difficult to master, but his punching and grappling moves prove deadly.

KEEL

A peculiar ice demon, Keel uses his frosty powers to full effect, attacking his foes with shards of ice. He also uses two daggers for close combat.

GILLIUS THUNDERHEAD

It seems that Golden Axe's famed dwarf wasn't a dwarf at all, but in fact a stocky bearded child, because he's since grown into a seven foot tall dwarf! Gillius still uses his huge battle axe to perform a multitude of cleaving moves. He can also unleash a lethal drill attack and blast emeralds from the ground. As dwarves tend to.

ZOMM

Looking not unlike our CVG friend Rad, Zomm has similar powers, enabling him to turn his opponent into a frog. He can fly through the air and unleash a hundred-staff-thwack with his quarterstaff. A warning to Zomm players everywhere though – never underestimate the power of the frog, it can perform devastating kicks. Phneer!

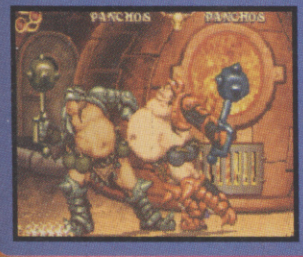
BRING OUT THE IMP!

Fans of the original Golden Axe (if they're still alive) may remember the little imp that would release potions and food when slapped about. Well, he's back! Collect a full compliment of potions and your character can activate their magical energy. Whilst temporarily embued with magical energy, each fighter can perform some spectacular moves.

DEATH ADDER

The dreaded boss from the original Golden Axe has decided he fancies some one-on-one fighting fun. Big, hard and wielding a mighty axe, he can also spew fire from the dragon on his shield. A fearsome fighter.

When you defeat your opponent the screen flashes white and they fall to the floor in slow-motion. Very dramatic, but not very realistic.



PANCHOS

This guy obviously likes his pies. Panchos is a a slow, blubbery brute of a man, his forté being the bombs strapped around his sizeable girth. He can throw them, roll them along the floor and even stick them to his opponent with painful results.

JAMM

Dressed in leopard skins, this animal child fights like a wild creature, clawing, loping and savaging her foes with her teeth. The fact that she can unleash an array of fireballs tends to help a bit too.

VERDICT

SATURN

I was a big fan of the original Golden Axe, it being the first game I bought for my Megadrive. So a Saturn sequel, albeit of the one-on-one variety, is something I've been looking forward to. And the result is mightily impressive. The graphics are particularly good, the characters are appealing and the fighting action feels right and responds well. Peforming the special moves, especially the magic ones, is also extremely satisfying. The Duel is certainly an enjoyable, quality beat 'em up, but it's not perfect. More depth in stringing together attacks wouldn't have gone amiss, as the fighting seems somewhat simple. Golden Axe fans will definitely enjoy this, but wiser gamers might want to see how the forthcoming X-Men coin-op game fares before making a choice.

TOM GUISE

SCORES

GA: THE DUEL ..... VIRTUA FIGHTER ..... BATTLE MONSTERS

GRAPHICS 86
Excellent sprites and lush backdrops. Good presentation too.

ANIMATION 83
As sprite-based combat games go the frame rate is good.

MUSIC 87
Dramatic rumbling tunes and drums that suit the game well.

SOUND EFFECTS 87
Lots of screams and clunky metal noises. Just as you'd want.

GAMEPLAY 84
Responsive controls and a good range of moves. Lovely stuff.

VALUE 80
It'll keep you happy long enough to justify the price.

OVERALL
Short of the supreme excellence that is Virtua Fighter, this is the next best Saturn beat 'em up around. And a deserving next best it is too!

82

MACHINE ..SATURN
GENRE.BOXING SIM
COMPANY.....JVC
£44.99.....
OUT NOVEMBER...
TWO PLAYERS
NO OTHER VERSIONS PLANNED.....
NO OTHER VERSIONS AVAILABLE.....

Ever been to Queensbury? I have and there's no evidence of boxing at all. Just a station, my Nan's house and a newsagent.

VICTORY BOXING

There's nothing complicated about boxing. It's just two blokes, or women in this game, smacking each other around the head until one passes out, so therefore it should be really easy to recreate as a video game, surely? Not so. There have been lots of attempts at computer boxing but so far no-one has got a game that captures the atmosphere, the speed and the tactics effectively. Is that all about to change? Read on.

BOXER-U-LIKE

One of the best features of Victory Boxing is that you can make your own boxer from various body parts. Choose the colour of your skin, pants and hair, your sex, height, weight and name. The Saturn saves it all, along with your records, for future reference.

RINGSIDE VIEW

As with many 32-bit games, Victory Boxing is done in full 3D meaning that you get 12 virtua-style camera angles, including an overhead "parachuter-about-to-land-in-the-ring" view.

VERDICT

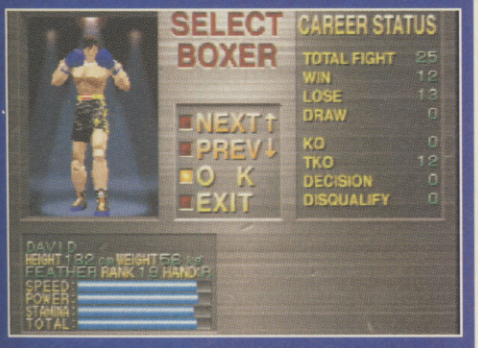
SATURN

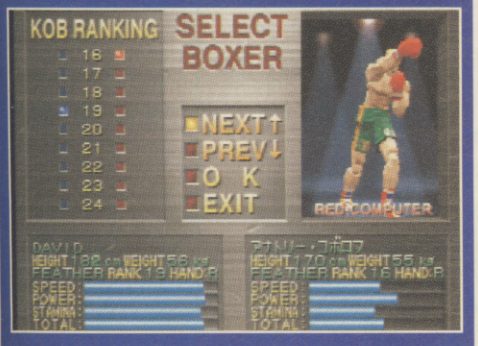
My initial reaction was "ugh!" Though the graphics move smoothly, there's something unrealistic about the game in that the colours are garish and the characters fight really slowly. But the amazing thing is that the game drew in nearly everyone in the office, all of them wanting to build their fighter up and become the EMAP champ. The slow pace of the game actually makes it more interesting as you have to concentrate on tactics rather than just being able to hammer the buttons and win, and as you train your boxer he gets faster anyway, making the speed problem negligible. The great save-game feature stores all of your fighters which improves the longevity of the game massively and the varying camera angles add interest to it. All in all, Victory Boxing is not a great game but it's still the best boxing game I've played and it's surprisingly addictive.

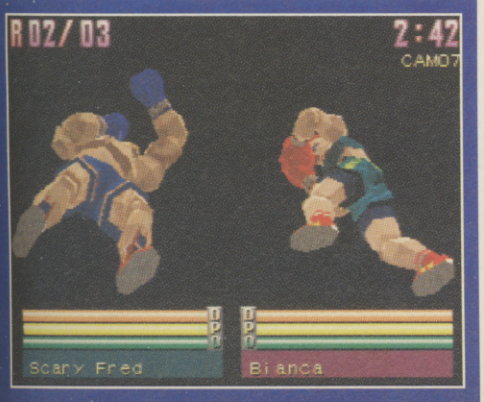
ED LOMAS

THAT'S RANK!

When you start your boxer off on the rocky road to severe brain damage, you'll only be ranked 31st in the world. By challenging and beating higher-ranked boxers you can crawl slowly up the ratings until you get a shot at the world title.



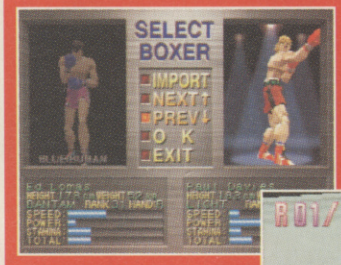




BOXER SHORTS

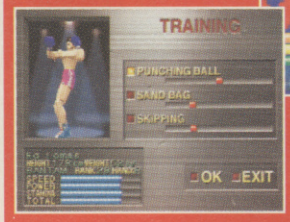
Here's a day in the life of the amazing Ed Lomas, well-known bantam weight, from his creation in the boxer cloning chamber up to the fight against terrible Tom Cox, who's upset at a review being handed in for designing late.

In the cloning chamber of JVC city, magic putty is poured into the mutation capsule and is shaped to match the attractive curves of the real-life Ed.



He then goes off to the first fight, where he must defeat the evil dictator, power punching Paul Davies, so that he can get a shot at Cox.

After an exhausting 1 minute and 11 seconds, Lomas is victorious. A fantastic display of agility and talent sees off the wimpy editor.



Before taking on the Coxster for the right to hand in late reviews, Ed heads down to Jaime's Gym to train. After the hard man's had enough skipping and punching sand he psyches himself up.

Flippin' heck! Look at the size of him! Tommy Cox has obviously had enough text handed in late and has mutated, Incredible Hulk-style, into Super Tom!

But the muscle of Cox can't stand up to the nimble Lomas as a well-timed uppercut finishes Tom off.

As Ed reads about the fight in the "Daily The Times", he ponders life in a world where staff writers can hand in text as late as they want...

GYM GYM CHAROO

In between each bout you can call in at the gym and train your boxer in specific ways, increasing his/her speed, power and stamina ratings.

SCORES

BOXER'S ROAD... | VICTORY BOXING | VIRTUA FIGHTER

GRAPHICS 81
Pretty good texture-mapping but a slightly odd choice of colours.

ANIMATION 86
Great character movement and good use of 'camera' angles.

MUSIC 74
A bit annoying during fights, but at least you can turn it off.

SOUND EFFECTS 70
Hits don't sound very realistic. Commentary is repetitive.

GAMEPLAY 83
Really addictive and pretty technical, once you get into it.

VALUE 79
Good value even for those unused to boxing games.

OVERALL
Surprisingly, the best boxing sim around which captures the tactical element of the sport really well.

82

iD make a return of sorts before they unleash Quake on the world. They've overseen what must surely be the ultimate Doom clone...

CVG HIT!

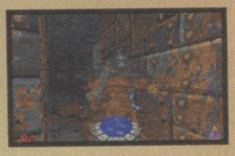
HEXEN

PC.....
RPG.....
GT INTERACTIVE
£44.99.....
OUT NOW.....
1-4 PLAYERS.....
PLAYSTATION AND SATURN VERSIONS PLANNED
NO OTHER VERSIONS AVAILABLE.....

Yes! There's blood everywhere...

...lots of blood, in fact. So much blood...

...you could open a blood bank!



Since iD licensed out the Doom engine to every developer who wanted it, we've been hit with a influx of clones – almost none of which are any cop. But Hexen is radically different. Gone is the standard 'A-to-B' style of single-level gameplay and in comes a series of massive worlds based around a central hub. These are loaded with puzzles and traps as well as the toughest enemies ever seen in a game of this type.

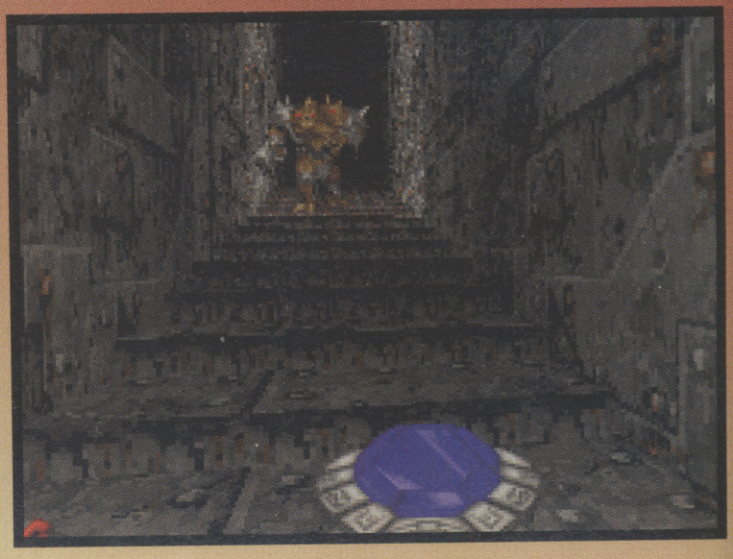
In many ways Hexen still retains Doom's mass carnage elements, but on top of that you're now out solving puzzles, collecting potions and magic items and literally jumping out of your skin thanks to the creepy atmosphere the programmers have managed to create.

The only criticism you can level at Hexen is that the levels are perhaps a little too big. You're constantly having to crisscross the world looking for new doorways, teleporters and switches and that can be a little tedious. But the rewards are there when you finally force your way into a new area only to be confronted by bigger, deadlier creatures.

Like most recent PC games, Hexen has a four-player link up mode with specially designed death-match levels. Modem users will have an even better deal soon, as developers Raven are working with iD on an eight-player server version. Somehow, though, it won't be the same as playing link-up Doom. Hexen is just so much more detailed and complex it's best played on your own, in a dark room to give you plenty of opportunity to jump out of your screen as yet another swamp beast leaps up out of the mire and claws your wizard's throat out.

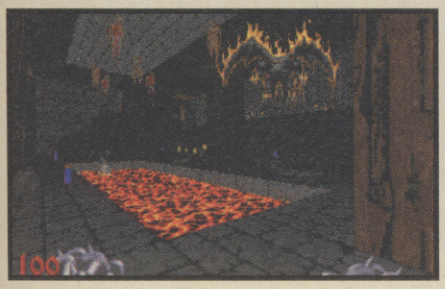
Hexen is probably the best the PC's had all year. Even hardened Doomsters will find it tough going, despite the control system being the same. You won't find a better 3D action game until Quake comes along next year.

Hexen is loaded with brilliant weapons, including magic spells (below).



Setting the scene

As well as playing well, Hexen also looks magnificent. It's loaded with special effects such as misting, light source shading and surprises such as lava flows and massive floor-destroying earthquakes. Each part of the game has its own distinctive look, so you're not just staring at scene after scene made up from the same textures. Amazingly, all that and the equivalent of 43 levels take up under 10Mb of hard drive space.



A wizard's staff has a knob on the end.

These critters turn up on every level.

No More Heroes

For the first time in an id game you get a choice of characters. The gameplay's altered depending on which one you choose, so the warrior will get into more fights while there are plenty of health potions lying around for the physically puny wizard.

WARRIOR

He's always going to suffer early on in the game because of his lack of a long-range attack. But he's a hard lad, and ultra-thick barbarian skin means he takes less damage than any other character.

CLERIC

Because of his balance between magic and scrapping ability, the Cleric is the best all-round character in the game. Not only that, but he has the neatest weapons too, which is as good a reason as any to select him.

WIZARD

All brains and no pants is the best way to describe this guy. While his weapons are powerful and he's the best with magic items, the wizard's weedy physical frame means he always gets pasted in close-quarter combat.

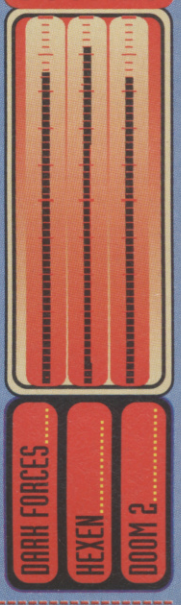
VERDICT

PC

In my opinion, not even Dark Forces came close to matching the original Doom. Raven obviously feel the same way judging by Hexen. They've pulled out all the stops to produce a game which is radically different. This isn't Doom with swords, they've created a gigantic world filled with puzzles, pitfalls and surprised which stands head and shoulders above almost every other 3D game out there. The sheer size and depth of each world is enough to pull you in and keep you playing for hours on end. Even playing on a rotor basis for around five hours a day, it still took us the best park of a week to get to the fourth world. This is, quite simply, a magnificent game which deserves its own chunk of space on any PC owner's hard drive.

MARK PATTERSON

SCORES



GRAPHICS 92
The most detailed 3D graphics ever in a game of this kind.

ANIMATION 80
A little disappointing. Hasn't progressed since Doom.

MUSIC 70
Almost none, bar a few background chords here and there.

SOUND EFFECTS 92
Atmospheric and well sampled. Guaranteed to to spook you.

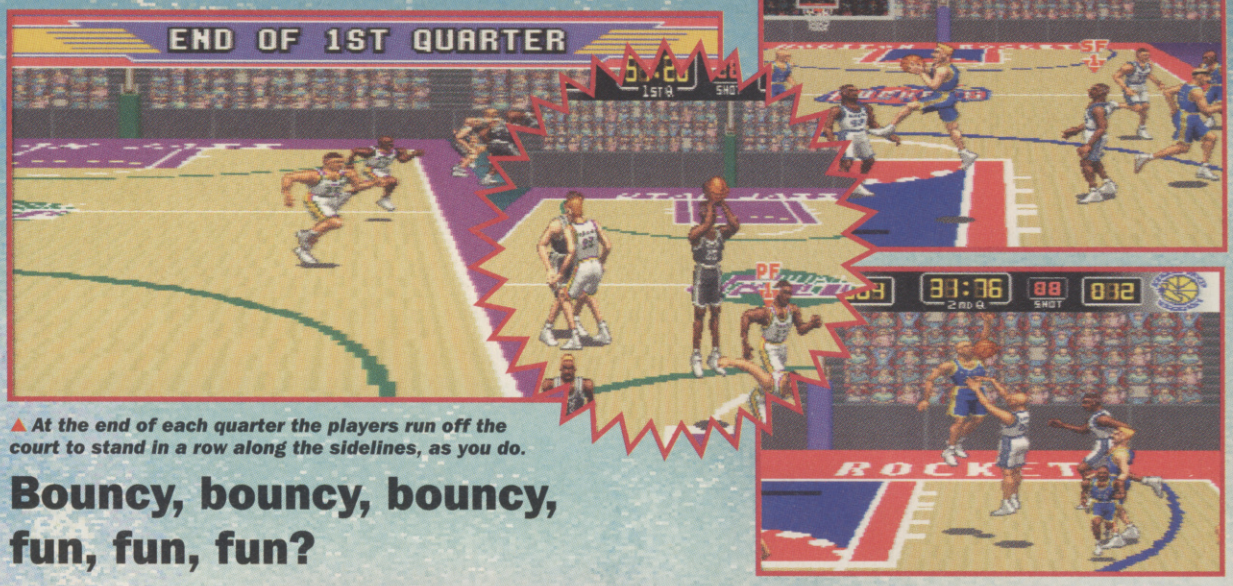
GAMEPLAY 93
Well structured levels and a great mix of puzzle solving and action.

VALUE 94
Each world is absolutely massive and takes ages to solve.

OVERALL
The best 3D action game since the original Doom. Perfect in almost every respect. Unmissable.

93

SNES
SPORTS
KONAMI
£59.99
OUT NOVEMBER
1-4 PLAYERS
NO OTHER VERSIONS PLANNED
ARCADE VERSION AVAILABLE



▲ *At the end of each quarter the players run off the court to stand in a row along the sidelines, as you do.*

Bouncy, bouncy, bouncy, fun, fun, fun?

NBA: GIVE 'N GO

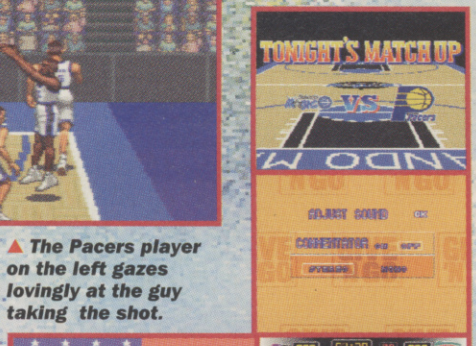
Ever heard of Give 'N Go? We doubt it, because in the arcades it's called Run 'N Gun. Ever heard of that? No? Well neither have we. Quite obviously it's a basketball game, with the view set behind one of the baskets, scaling along the court with your players – like Super Soccer. The added attraction is the NBA licence which, even though it's slapped on just about every basketball game these days, means that you get the real teams and players. Not that many of us limeys care. Anyhow, onto the game...

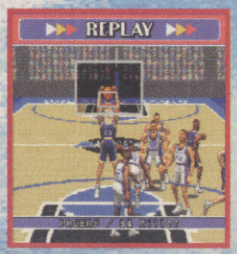
When you start up you'll notice quite a rare 16-bit occurrence: a commentary of sorts. They're being used more and more in games now as they really help the atmosphere... except this one. Cartridge commentaries are always hard because of the limited number of samples that a cartridge can hold and this is demonstrated brilliantly by the way the voice in G 'N G repeats itself. Score a dunk and – if you're lucky – you'll get a pearl of wisdom from the great voice, like "Ooh! Good, good!"

Sadly, the scaling on-court graphics are laughably jerky and the characters don't always enlarge smoothly as they stagger up the court. For example, we had one of the players run all the way from the far end of the court to the front without getting any bigger, thus making him look about two feet tall. Not good.

The control setup is similar to NBA Jam – three main buttons with an extra one to change control to another player – but it's ruined by the fact that they are totally unresponsive. There's more: The tackling isn't particularly good because the players just stumble into one another... and through the other side! Yes, we've got a nasty case of rubbish collision detection as it takes a good hammering of the tackle button to actually get the guy to go the right way, and a few passes through your opponent before they drop the ball. As is the case with nearly all basketball games and the sport itself, a lot of the game is spent like this: you score, the other team runs down court and scores, you run up court and score... and so on but this is made far more likely in G 'N G because if you try to jump and block a shot the attacker will simply score through your chest!

▲ *The Pacers player on the left gazes lovingly at the guy taking the shot.*





▲ *You don't want to be swapping Scottie Pippen for that Brickowski fellow.*

VERDICT

SNES

Though this started off seeming like a pretty good cross between NBA Jam and a more sim-like game, it just got worse the more I played it. The massive gaffs become more apparent as you get into the game and, even though there are lots of different play modes, it just becomes too annoying to want to play it for more than a few minutes at a time. Give 'N Go is not quite a sim, it's not quite an action game and it's not quite good either. If you want a serious B-ball game there are loads of options, otherwise get NBA Jam.

ED LOMAS

SCORES

GRAPHICS	75
ANIMATION	52
MUSIC	70
SOUND EFFECTS	76
GAMEPLAY	69
VALUE	42
OVERALL	64

Into the next millennium

what's coming your way in the world of PC hardware?...

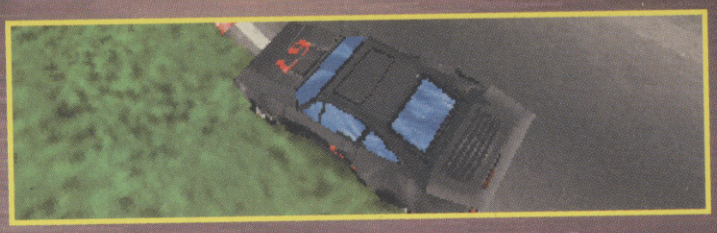
...the visionaries and the doomsters have their say in the next issue of PC Review, the best home PC magazine.

On sale 15 November.

ON CD: 31 programs including playable demos of AIV Network$, Hexen, Wing Commander IV, Alien Odyssey, Baryion, and Threat. PLUS Apollo 13 — what really happened on the ill-fated mission? PLUS four fantastic utility demos, including Picture Publisher 5.0.

*RRP as of 23/10/95. Source Et Cetera.

PC REVIEW

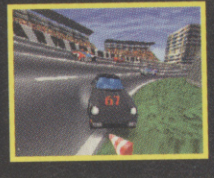


PC CD ROM
RACING
VIRGIN
£29.99
OUT NOW
1-8 PLAYERS
NO OTHER VERSIONS PLANNED
NO OTHER VERSIONS AVAILABLE

Forget the 30 miles-per-hour speed limit and no overtaking signs, Screamer is Virgin's super-fast racing game and there's no room for Sunday drivers!

CVG HIT!

SCREAMER



The past track record of Milan-based developers Graffiti is not particularly outstanding, with its decidedly mediocre debut project Iron Assault forever condemned to fiery the pits of Game Hell, hopefully never to rear its ugly head again. But now, nearly a year later, it's time to forgive and forget. After all, we all make mistakes and Graffiti has more than made up for its slip up with arguably the best, and most certainly the fastest racing game ever to grace the PC – Screamer.

Clearly inspired by Namco's Ridge Racer, Screamer is a straightforward drive-'til-you-drop racing sim without all the whistles and bells of the obstacle-laden tracks of Fatal Racing. There's no loops or corkscrews to negotiate here, just a load of different circuits, the other drivers and the various championship options. Take the normal game for example: In this mode you practice on any of the circuits in any of the cars, while the championship competition presents each of the tracks in turn, obviously awarding points depending on your finishing position.

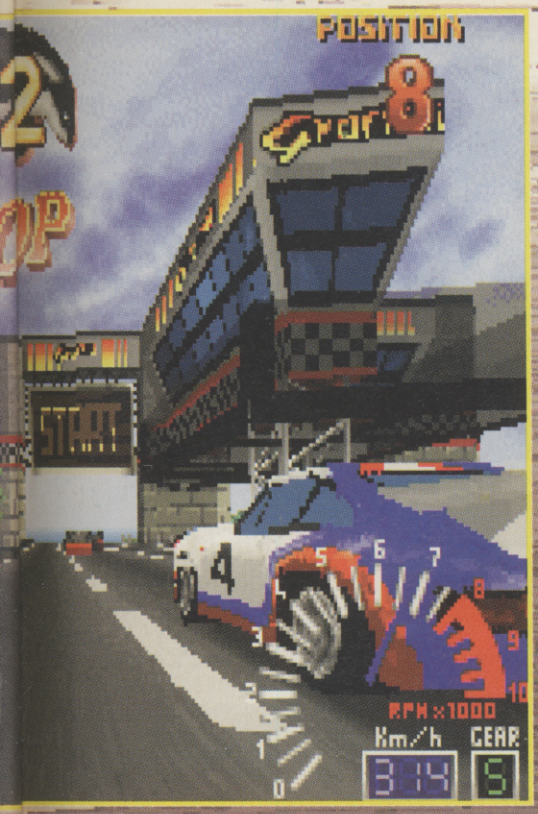
Then there's three special modes: Time attack essentially allows you to race against yourself, driving against the ghost of your car as it mimics the previous fastest lap. Cone Carnage and Slalom are both set against the clock, either knocking over the bollards or weaving through the coloured poles to earn precious seconds with which to complete the lap.

Screamer also boasts a multi-player option, in which up to eight drivers compete across a network simultaneously – providing you know seven other mates with access to a monster PC. So it's definitely worth collaring someone with a power-sapping Pentium for a couple of hours!

ANOTHER PERSPECTIVE

There are four camera angles from which to view the race. Go on, take a closer look...

01: ON THE BONNET
02: COCKPIT
03: CLOSE CHASE CAR
04: DISTANT CHASE CAR



VERDICT

PC CD ROM

Fatal Racing is one of the finest driving games on the PC, so I was completely shocked to discover Screamer is even better. Visually it is awesome, and is on par with Ridge Racer on the PlayStation when running in the hi-res SVGA mode. The sound is okay too, if a little sparse in places. It's the gameplay that really shines through though, and from the moment you start to play I guarantee you'll be racing until you finally clench the championship. Breath-taking stuff.

PAUL DAVIES

Do you want it or not! I'm not your mother!

Don't see smoke like that on any of the console racers, do ya!

THE RACE IS ON

The racing season breaks rookie drivers in gently, starting the championship on the simple Palm Town track. Basically circular in shape, the entire course can be taken at top speed by power sliding around the corners, so presents little challenge for experienced racers. Lindburg is tougher, with an incredibly tricky chicane to negotiate, while the long sweeping bends of Lake Valley may cause problems when driving through the snow-capped mountains of the Alps.

Sunbeach Hill and Sandrock are the longest tracks in the game, mixing stretching straights with alarmingly tight corners and various roadside obstacles including cones and barriers. The most impressive circuit is Palm Town Night though, weaving through the narrow city roads lit only by the street lights that line the track, the neon signs on the buildings and the blazing headlamps of each car.

IT'S A BEAUTY!

Graphically Screamer is staggering. As well as being blindingly fast, it's detailed too. Smoke billows from the tires if you wheel spin, the brake lights flicker on when you skid and the whole car lurches to the side as you power slide around the corners. Even the front wheels turn!

It's the actual background graphics that are most impressive though. The roadside is packed with neat little features, like animated video walls, pumping oil wells and even a fully working fairground complete with a big wheel. Helicopters hover over the track, huge planes glide through the sky - Screamer's polished presentation really is unparalleled on the PC. Then there's the screen update, which is a significant improvement over that seen in the likes of Fatal Racing. Rather than distant objects 'popping' instantly into view they gradually appear, slowly growing in size as they draw closer.

Smart sound effects neatly finish of the sparkling presentation, with meaty engine roars and screaming skids booming from the speakers. In fact the dodgy speech is the only aspect of the presentation at fault, but thankfully you can switch it off!

SPEED FREAK

Screamer is incredibly fast, especially if you're lucky enough to own a ninja bast' Pentium. It's slick, it's smooth and it moves like Linford Christie on amphetamines (allegedly). What's more, it has loads of cars to race in; 12 to be precise. Each is individually rated for top speed, acceleration and handling, and either has manual or automatic transmission. The latter is more suited to the beginner, although pros usually favour the faster acceleration of a manual gearbox.

In addition to the initial dozen cars, there's also a hidden racer, aptly called The Bullet. Basically it's a jet engine on wheels, and is, of course, faster than any of the other vehicles. It's handles perfectly too, but you have to prove you're a champion before you get the chance to race in it, so keep practising!

Splay those fingers for me boy! Right across the keyboard!

SCORES

DAYTONNA USA...
RIDGE RACER...
SCREAMER...

GRAPHICS 94
Extremely fast and detailed, but you need a Pentium to run it.

ANIMATION 88
Most roadside objects are animated. The result is stunning.

MUSIC 80
You can hardly hear it over the screaming from your tires!

SOUND EFFECTS 87
Whining engine revs and snippets of speech sound great.

GAMEPLAY 93
A dream to play: Easy to pick up, difficult to put down.

VALUE 92
For under 30 quid it's an absolute bargain.

OVERALL
Absorbing gameplay complements the faultless presentation perfectly. Without a doubt the best arcade racer on the PC.

92

ALIEN ODYSSEY

PC CD-ROM
3D ACTION ADVENTURE
PHILIPS
£39.99
OUT NOW
ONE PLAYER
NO OTHER VERSIONS PLANNED
NO OTHER VERSIONS AVAILABLE

Learn to love the alien in this disappointing action adventure...

One can only imagine what's going on here. The possibilities are endless.

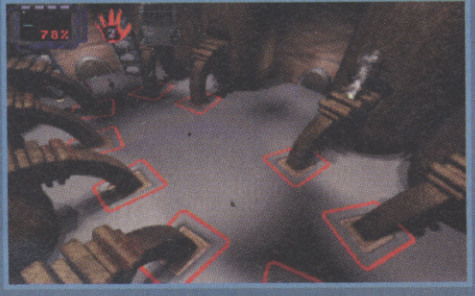
Looks aren't everything, you know. Take the alien Gaan, for example, your otherworldly partner in Philips' Alien Odyssey. He may be an ugly little spud but he's got a heart of purest gold, risking life and limb to pull you from the burning wreckage of your spaceship after you crash on his homeworld. What a guy (or it may be gal – you can't tell with these aliens).

Of course, you now have an enormous debt of gratitude to repay, which is why you decide to aid him in his attempt to overthrow the Daks, a race of robot-like evil-doers intent of wiping out Gaan and his people. (Of course, the fact that the only way you're ever going to get home is by nicking a Dak ship is neither here nor there...)

The scene, then, is set for a rollicking action adventure spread across four levels, mixing FMV shoot-'em-up bits in the Rebel Assault stylee with 3D adventuring that wouldn't look too out of place in BioForge. But is it more than just the sum of its parts? Wee-e-eell...

This is the bit that Dave excitingly refers to in his verdict as 'inspired by the speeder bike chase from Return of Jedi'. Read more of his thrilling opinions at the bottom of the page.

Even aliens go to Jewsons. As this beautiful patio slab decor clearly demonstrates. Just mind your webbed talons don't get snagged.



SCORES

GRAPHICS	85
ANIMATION	88
MUSIC	75
SOUND EFFECTS	78
GAMEPLAY	71
VALUE	45
OVERALL	62

VERDICT

PC CD-ROM

Alien Odyssey doesn't score that highly on the Originality-O-Meter – the movie inspirations are blatantly obvious (sorry, did somebody just say the speeder bike chase from Return Of The Jedi?) and the gameplay is hardly inspired. Worse, some of the BioForge-y bits are unfairly tough – because of the weird (some might say stupid) camera angles employed you occasionally can't react to your attackers. But Alien Odyssey's biggest fault is that, despite being fun and graphically *very* impressive, it's simply too short to keep hardcore gameheads happy for long. If it only had three or four more levels this would be a cracker.

DAVE UPCHURCH

CU

AMIGA MAGAZINE

Year of the Worm!

First review of Worms and exclusive cover disk

Leading Lap

Polygon racing fun with built in serial play

PLUS

Fancy trying your hand at programming? Want to go further than BASIC but still understand what you're doing? Then Amiga E could be the one for you. It's free with CU Amiga Magazine December 1995 and comes with a guide book to get you started.

Unbeatable value for only £4.25

Available from 15 November

TWISTED METAL

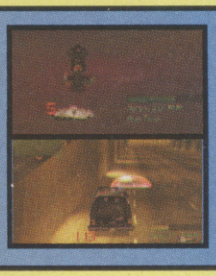
PLAYSTATION.....
DRIVING/SHOOTING..
BY SONY IE.....
£39.99.....
OUT TBA.....
1-2 PLAYERS.....
NO OTHER VERSIONS PLANNED.....
NO OTHER VERSIONS AVAILABLE.....

...FOR TWISTED PEOPLE.

Every official PlayStation owner will have heard of Twisted Metal as it's one of the games previewed on the 'Demo 1' disc included with each machine. So there's lots of you out there who are getting pretty excited at the prospect of driving loads of crazy vehicles around arenas packed with bonuses, as well as lots of madmen (and women) all trying to kill each other. The plot involves a mad underworld boss called Calypso who, in late 2005, creates a competition called Twisted Metal where twelve nutters of his choosing attempt to murder everyone else from the confines of their armoured vehicles. Why would anyone want to take Calypso up on this offer? Simply because he's offering absolutely ANY prize the winner wants – no matter what the cost, or consequences.

LITTLE WOMEN (AND MEN)

When playing you'll sometimes wonder where all of the hits are coming from, even when there are no opponents around. Here's the answer: these blooming men (and women). They hang around in the street blasting away at anything coming near to them. Mow 'em down!



NOTHING SPECIAL

As well as each character's special weapon, there are a few power-ups which can be collected by anyone who goes over them. Missiles come in 'Homing' and 'Regular' flavours, on top of the selection of mines and things.

THE TWISTED CREW

Here's the mad dozen who are willing to risk their lives for anything.

YELLOW JACKET

Driver - CHARLIE KANE
Special Weapon - MOLOTOV COCKTAIL
Special Power ✪✪✪
Speed - ✪✪✪
Handling - ✪✪✪
Armour - ✪✪✪

DARKSIDE

Driver - MR ASH
Special Weapon - DEATH BLAST
Special Power ✪
Speed - ✪
Handling - ✪
Armour - ✪✪✪✪✪

ROAD KILL

Driver - CAPT. SPEARS
Special Weapon - STEEL DAGGER
Special Power - ✪✪✪
Speed - ✪✪✪✪
Handling - ✪✪
Armour - ✪✪✪✪

HAMMER HEAD

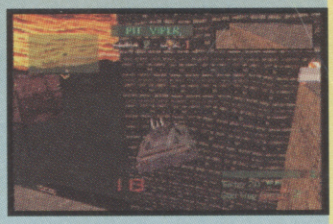
Driver - DAVE & MIKE
Special Weapon - CRUSHER
Special Power-✪✪✪✪✪
Speed - ✪
Handling - ✪✪
Armour - ✪✪✪✪

SPECTRE

Driver - SCOT CAMPBELL
Special Weapon - PHANTOM BURST
Special Power - ✪✪✪✪
Speed - ✪✪✪✪✪
Handling - ✪✪✪✪
Armour - ✪

PIT VIPER

Driver - ANGELA FORTIN
Special Weapon - SIZZLE
Special Power - ✪✪✪✪
Speed - ✪✪✪✪
Handling - ✪✪
Armour - ✪✪✪



MR GRIMM

Driver - UNKNOWN
Special Weapon - DEATH SPAWN
Special Power ✪✪✪✪✪
Speed - ✪✪✪✪
Handling - ✪✪✪
Armour - ✪

SWEET TOOTH

Driver - NEEDLES KANE
Special Weapon - NAPALM CONE
Special Power ✪✪✪✪✪
Speed - ✪
Handling - ✪
Armour - ✪✪✪✪

CRIMSON FURY

Driver - AGENT STONE
Special Weapon - CRIMSON BLADE
Special Power - ✪✪
Speed - ✪✪✪✪✪
Handling - ✪✪✪✪✪
Armour - ✪

THUMPER

Driver - BRUCE
Special Weapon - SCORCHER
Special Power ✪✪✪✪✪
Speed - ✪✪✪✪
Handling - ✪✪
Armour - ✪✪✪✪

WARTHOG

Driver - COMDR MASON
Special Weapon - XQJ-37 HORNETS
Special Power - ✪✪✪
Speed - ✪
Handling - ✪✪
Armour - ✪✪✪✪

OUTLAW

Driver - SGT CARL ROBERTS
Special Weapon - TAZER
Special Power - ✪✪✪
Speed - ✪✪✪
Handling - ✪✪
Armour - ✪✪✪✪

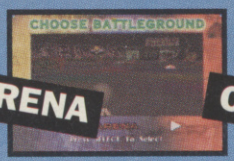
TWISTED TOGETHER

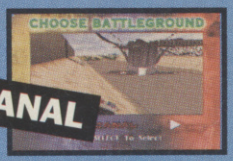
Twisted Metal's one of the first PlayStation games so far to favour a two player split-screen over the link-up mode. You can select any of the stages and your goal is just to destroy your mate! C'mere Tommy - you're mine!

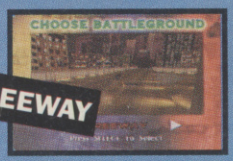
It's pretty easy to find where your friend's hiding - you just look at their half of the screen. It's the best bit of the game though.

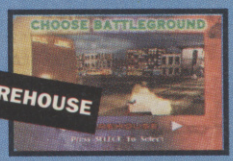
ALL THE WORLD'S A STAGE

There are six main stages for you to do battle in, each with varying graphic styles and terrains.









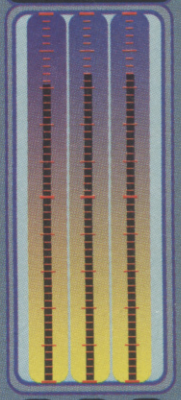
VERDICT

PLAYSTATION

Twisted Metal's a jolly enjoyable game once you get into it, but there have to be serious doubts about how long it's going to last. One-player games become repetitive after a while, though the great (and economical) two-player mode will keep you blasting for a long time to come. The problem here with the graphics is that they're slightly more glitchy than Wipeout or Assault Rigs, as the textures seem to fall off the walls if you get too close. The handling of the vehicles is pretty similar to Assault Rigs (see page 20 for the review), and the 12 characters really do differ, meaning that everyone can pick a favourite. The handling's somewhat let down by the dreadful control set up and there's not an option to well-and-truly create your own configuration. To sum up, Twisted Metal's a very good game though it looks rough compared to the other PlayStation games mentioned earlier.

ED LOMAS

SCORES



	TWISTED METAL	ASSAULT RIGS	DEST. DERBY
GRAPHICS	80		
Some fantastic 3D, as well as some horrible glitches.			
ANIMATION	74		
Explosions and things aren't all that good.			
MUSIC	86		
Cool metally rock stuff.			
SOUND EFFECTS	82		
There aren't that many - but they're good 'uns.			
GAMEPLAY	79		
Repetitive but fun. Controls are awkward though.			
VALUE	70		
Sadly, the one-player mode won't last long.			
OVERALL			
A fun and fairly simple game to play with lots of speedy action. Great for the occasional blast or two-player scrap.			

81

The most popular game in the office at the moment is PlayStation 'WipEout.' Surely an eight-player mode can convince us the PC version is better!

WIPEOUT

PC CD-ROM.....
RACING.....
PSYGNOSIS.....
£44.99.....
OUT NOVEMBER.....
1-8 PLAYERS.....
NO OTHER VERSIONS PLANNED.....
PLAYSTATION VERSION AVAILABLE.....

Wipeout's got it all. Incredible 3D texture-mapped graphics, a fantastic soundtrack, awesome sound effects and, to top it all, some of the best gameplay ever. It's set in the future when F3600 anti-gravity racing is all the rage. Aerodynamic hover ships whiz round custom-built tracks armed with missiles, mines, and other goodies, while blasting one another to gain points at the end of the race. The PlayStation version is hailed by many as one of the greatest games ever so, being the games-hungry monsters we are, CVG crowded around the PC to play a supposedly improved version of near-perfection. Up to now, the PC's best racing games have all been in-depth simulators such as Indycar and Nascar, but the machine has always had problems with arcade-style racing games. The machine is improving in this area massively now, as shown with the Ridge Racer-esque Screamer (reviewed on page 64) but can it compete directly with the super-consoles? The only way to find out is to see PC Wipeout running next to the PlayStation version.

INTRODUCE YOURSELF

The intro sequence is one part of the game not covered in the CVG PlayStation review of issue 166 so here it is in its gorgeous entirety.

NEW YEAR RESOLUTIONS

As with most PC games there are options enabling you to configure the graphics settings to optimise the performance of the game – in other words take all the detail off if you've got a feeble machine! We played the game mostly on a Pentium 90Mhz with 16Mb of RAM, not exactly a bad machine, and here's a brief report on how it runs.

Maximum Detail

With all of the options turned on the game's resolution and detail are almost the same as the PlayStation version, except it runs in mega strobe-o-vision and is quite painful to watch.

Minimum Detail

As a last-ditch attempt to get the game running at a decent speed, we switched to minimum detail. Quite surprisingly, though it looks like a really bad Speccy game, it still runs just as slowly!

Small Screen

Here's the game with all of the detail still turned on but we're playing in the small screen setting. The game runs almost as badly as before, only it's like playing on a Game Gear.

WHY?

One of the graphical differences between the PC and PlayStation versions is the lighting. The PlayStation's custom hardware enables coloured light sourcing on parts of the track, which is missing from the PC version. But the biggest difference is the speed. It's not that as though the PC is incapable of smooth racing games, which is why we just don't understand why Wipeout runs so slow. Consequently this game's probably the best advert for the PlayStation around – proving that a £300 machine can out-perform one costing £2,000.

TRACK PACK

There are six tracks available at the start of the game and the extra track, Firestar, becomes available later on. Things to look forward to are that the scenery and lighting of the tracks change once you are good enough to access Rapier class, and the game becomes much tougher because the speed increases.

ALTIMA VII

KARBONIS

TERRAMAX

KORODERA

ARRIDOS IV

SILVERSTREAM

SCORES

WIPEOUT

SCREAMER

FATAL RACING

GRAPHICS 81
Good-looking 3D effects and textures, courtesy of Softimage.

ANIMATION 60
Even a super-PC can't run it smoothly.

MUSIC 93
Cold Storage sound good enough, without the support of Orbital.

SOUND EFFECTS 90
Bright speech and 'scrape' samples.

GAMEPLAY 77
An awesome prospect of a game ruined by jerkiness.

VALUE 82
Ignore the graphics, as playing though the game lasts ages.

OVERALL
The game of the gods ruined by the fact it requires the PC of the gods to run properly.

78

VERDICT

PC CD-ROM

It's hard not to be excited about the idea of an eight-player networked version of what is currently my favourite game. So I got excited. The game's really promising to begin with as there are almost no differences from the PlayStation original when you start up. All hopes of the game being as good-looking as that god-like version die a very messy death when the actual game starts and it switches to a fit-inducing jerky mode. The gameplay is pretty similar to the PS version, but it's ruined by the way that – even on a £2,000+ machine – it runs so badly. Judging it as a PC title alone, it's pretty good. As a conversion it's pretty darned awful.

ED LOMAS

SEGA aren't concentrating solely on Saturn this Christmas. Their native soil – the arcades – is set for a Sega bombardment too. And the word of the moment is MODEL 2. Yep, the hardware that revolutionised gaming with Daytona USA and Virtua Fighter 2 is now in common use, powering ALL the new Sega coin-ops.

VIDEO

FIGHTING VIPERS

- **By: AM2**
- **Publisher: SEGA**
- **Distributed: DEITH LEISURE**

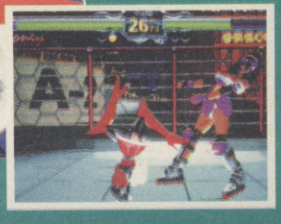
"Hard fighting begins now in a nook of a town! Super-dreadnought fighters are battling in the enclosed ring blowing the opponent away!"

So reads Sega's press release on 'Fighting Vipers.' As you should already know from reading our JAMMA feature last month, FV is AM2's latest 3D "vs" fighting game developed for the Model 2 board. Since then CVG has obtained exciting background knowledge on the eight Vipers, plus confirmation of its innovative features, direct from Sega of Japan! Our report previews what is expected to become another Sega arcade sensation. The coin-op is expected to strike these shores around Christmas, with a Saturn version planned for release in 1996.

THE STICKS OF STONE

Storyline

For whatever reason, the Mayor of Arm Stone City has organised a street fighting tournament, the finals of which are to take place in City Tower. Probably this is intended to contain the city's crime problem, by channelling the youthful energy toward rewards greater than a pat on the back from a mate.



WIDE OPEN

Stomping tactics restricted

With Virtua Fighter, nobody wants to go against cheap opponents who jump downed fighters for points. It's okay once in a while, but over and over – please – no. In Fighting Vipers, however, everyone's welcome to try! Failed attempts are potentially fatal now, as the recovery time is much longer. Good news for respectable VF veterans, then.

GANG WARFARE

Meet the Vipers

Name: Sanman
Sex: Male
Age: unknown
Character: Mad Rider
Speciality: Bodily crash

Because he won't talk, nobody knows much about Sanman's history. He's the scariest scooter boy you've ever seen, whose only form of self expression is to fight. Obviously his size gives him the greatest advantage, with moves such as the Bodily Crash and Hip Attack powering every last stone into his hapless opponents.

Name: Jane
Sex: Female
Age: 18
Character: Enthusiastic Fighter
Speciality: Punch

Spent all her time at high school building muscles, instead of good grades. All this to join the marines, only she messed that up after being booked for assault. Now she's a construction worker, aspiring to become the lead Viper. Power punches mark her style, especially the uppercut she calls the Tornado Punch.

Name: Raxel
Sex: Male
Age: 18
Character: Battle Rocker
Speciality: Kick

Raxel is guitarist/ vocalis with popular (?) metal outfit – "Death Crunch." He loves nobody but himself, and feels the whole world ought to love him too. For a metal-head, Raxel has some cool moves with combinations of Deadly Spin Kicks and Sliding Kicks at the ready.

Name: Honey
Sex: Female
Age: 16
Character: Fashionable girl
Speciality: Upper

Designer babe who loves to wear rubber. As an aspiring fashion designer she enjoys making all her own clothes. Aside from all that, a 'taste of Honey' usually involves getting kicked all about, or being thrown to the ground from the air. Though all male Vipers are crazy for her, her heart belongs to the mysterious Nutcracker alone.

DROME

BARRIER GRIEF

No Ring-Out Strategy

Perhaps the most frustrating gameplay-element found in the Virtua Fighter series is the Ring Out. In Fighting Vipers AM2 introduce enclosures to the mix, enabling all-new strategies to develop. Rather than stumble awkwardly out of the action, Vipers instead find themselves sent to the wall. From here the guy with the upper hand has opportunity to launch specialist attacks; billed as "spectacular 'blowing away' techniques." Use one at the close of the final bout to power the loser right over the barrier!

OUT OF HARM'S WAY

Guard Attacks and Reducing Damage

Moves that are extremely effective, but harder to execute because of this, are Guard Attacks. These use an aggressor's weight to throw them off balance – sending them crashing across the arena. Another 'get out' tactic involves ducking beneath an attack, again forcing a stumble.

SERVE AND PROTECT

Unique Armour System

The tournament is intended to be a test of agility and skill, rather than an all-out blood bath. For this reason, all eight Vipers are kitted out in some form of protective gear – armour derived from whichever tribal background they represent. A wire-frame diagram, placed beside each fighter's energy bar, monitors the damage to the various body parts. Those depicted in red are damaged. Extreme force, or continuous punishment, removes sections of armour entirely – leaving the fighters exposed to double damage if hit there again!

Name: Bahn
Sex: Male
Age: 17
Character: Juvenile gang leader
Speciality: Blow

Every gang-land leader carries a grudge. Bahn was abandoned by his father at an early age, leaving just him and his mother to fend for themselves. Bahn would love to seek revenge, but he has no idea what his father looks like, having never set eyes on him. Tactics-wise he's similar to Jacky: powerful moves that are simple to perform. Super Straight being the easiest.

Name: Grace
Sex: Female
Age: 19
Character: Skate Queen
Speciality: Combination Leg

A career in figure skating seemed the best option for Grace – until her boyfriend, who was also her coach at the time, double crossed her. She may wear a cool expression, but inside she's an inferno! Her powerful legs are used to perform the Camel Spin Cutter, and Frankensteiner techniques. The latter being an almighty throw two-in-oned from a jump in attack.

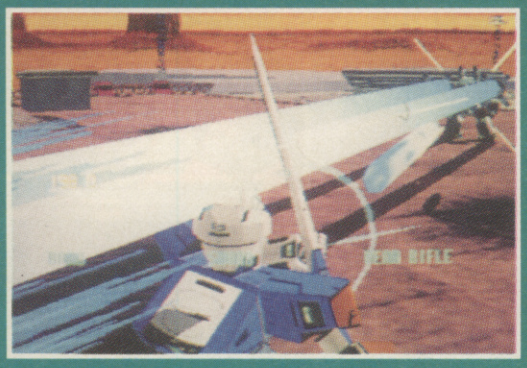
Name: Picky
Sex: Male
Age: 14
Character: Skateboard Fighter
Speciality: Skateboard Attack

The youngest Viper in Armstone City took to skateboarding in order to impress class-mate Catherine. When that didn't work for him, he turned to fighting instead! When Catherine swooned over Nutcracker it was the last straw. Picky's skateboard is good for smashing foes over the head (the 'Skateboard Slap') or tossing them into the air.

Name: Tokio
Sex: Male
Age: 16
Character: Justice Viper
Speciality: Combination from turn-around kick

Has natural dramatic flair due to his Kabuki Acting background. His troupe, "Black Thunder", stopped touring two years ago, following the death of a team member. Now Tokio refers to himself as the 'lone wolf', and has turned to fighting. Tokio is very much the protagonist Viper, using his Kick Guard to mix upper, middle, and lower attacks.

VIDEO DROME

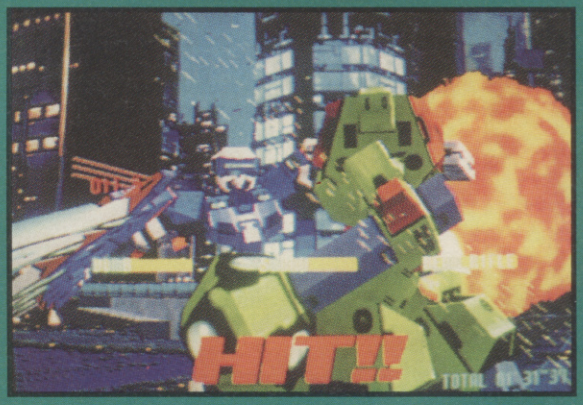


VIRTUAL ON

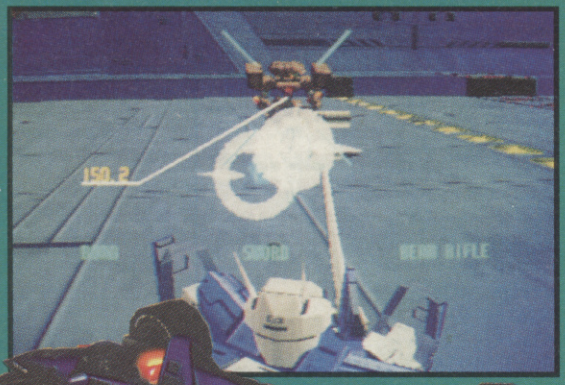
CYBER TROOPERS

- Shoot-'em-up
- £1 per play
- Sega
- 1-2 Players

Perhaps the most inventive of Sega's new coin-ops is the peculiarly named Virtual On. Taking the idea of the one-on-one combat game to the extreme, Virtual On puts you in the pilot's seat of a giant battle robot and pits you against another robot in an obstacle-filled 3D arena.



Of course, the idea of a 3D combat game is nothing new, but the way Virtual On presents it, is. With a massive playing arena to move around in, Virtual On places less emphasise on the combat, and more on 'hunting-down-your-opponent'. In fact, it feels more like you're in a Wild West shoot-out (except with huge Gundam-style warbots) than a fighting game, as you duck and weave around behind the various walls and leap up onto raised areas to blast at your foe.



What really gives Virtual On an edge though, is its clever control system. The game uses two joysticks – one for each side of your robot's body – similar to Cyber Sled or, in fact, a tank. Push forward with both sticks and you run forward. Push both sticks left, and you side-jog left. Push forward with the left stick, and pull back with the right, and you twist right. This gives you amazing freedom of movement as you instinctively steer your robot around. And being a humanoid robot instead of a cyber sled, there's

INDY 500

3/5

- Car racing
- 50p per play
- Sega
- 1-8 Player

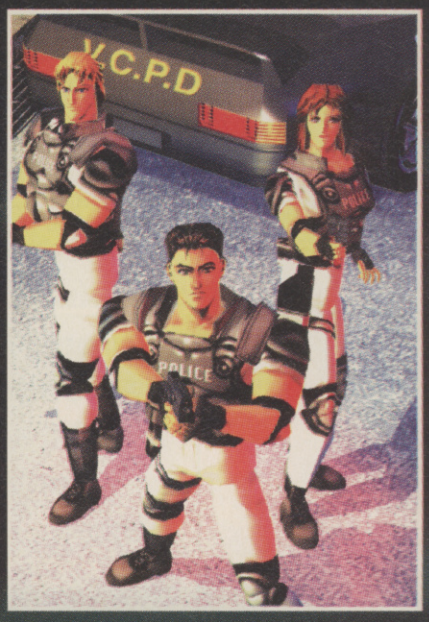
With AM3's spectacular Manx TT racer on the way and AM2 rumoured to be working on Daytona 2, that only leaves AM1 to produce a driving game, which they promptly have, in the form of Indy 500.

Officially licensed from the Indianapolis Speedway (which the beginner's course of Daytona is based on), Indy 500 brings a more realistic look to the game, with all the genuine scenery surrounding the track. The main aim of Indy 500 though, is to bring faster speeds than ever before to a racing game. Indy's low-slung racers can hit speeds of 380 km/h, using a up-shift/down-shift 6-speed gear lever for fast gear changing. The sheer speed of the game is perhaps more pronounced on the two other tracks available, one of which sends you hurtling down-hill like a rollercoaster.

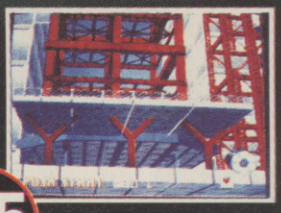
As a fast-paced racer, there's no doubt that Indy 500 beats any other racing game. But for a good racing feel and multi-player head-to-head action, it falls a tad short of Daytona and Rave Racer. Graphically too, it seems slightly rough around the edges. Still worth a go though.

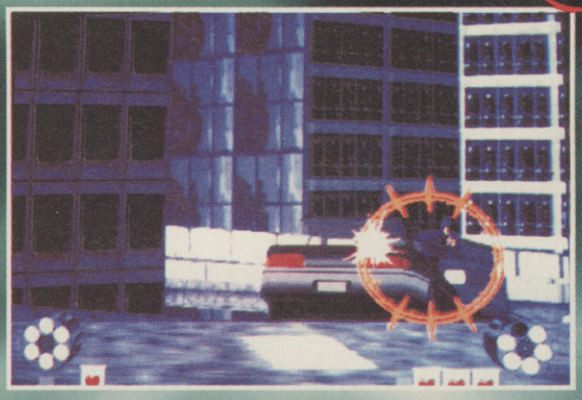
VIRTUA COP 2

- Law enforcer
- 50p per play
- Sega
- 1-2 Player

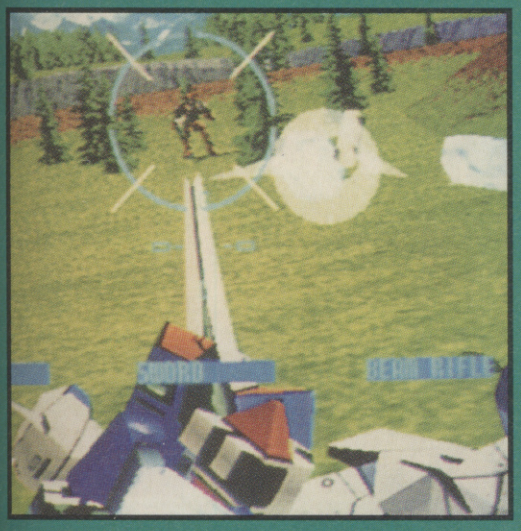


AM2's long awaited sequel to the coin-op that revolutionised gun games, is finally complete. Following the formula of the first game, Virtua Cop 2 has three different stages. Level One taking you on a car chase through the streets of Virtua City, level two putting you on a luxury cruise liner and level three giving you a French Connection-style subway train pursuit, as you gun down multitudes of shades-wearing hoods. Unlike previous AM2 updates though (VF2 over VF1 for example) there's not a great deal of difference between VC2 and VC1. The levels are supposedly ten times larger than in Virtua Cop, however for the most part this seems to be just a case of repeated graphics – identical looking cabins in the liner and identical underground stations for instance. The only real innovation is the option to go along two different routes on each level. Basically, VC2 is just a replacement for its predecessor, providing much the same thrills. And for those reasons, it's hard to resist playing it. Obviously though, AM2 are concentrating their main efforts on the upcoming Virtua Fighter 3.





3/5



much more manoeuvrability. Pull the sticks apart and you leap up. Push either of the fire buttons and you shoot from either arm. Push them both and you unleash your chosen robot's special attack – which could range from a spray of missiles to an incredible light-sabre assault, depending on which of the many different robots you picked.

As entertaining as a series of one-player fights are, Virtual On – just like Wing Arms and Cyber Sled – thrives on two-player duels. As such, it comes in a two-player cabinet as standard. Unlike previous semi-detached cabinets though, the two-sides are seperated by tinted glass, preventing players from seeing where their opponent is. Sneaky tactics are what this game is all about.

Virtual On is an excellently entertaining coin-op. Brilliantly animated robot graphics, awesome weaponary and tactical gameplay add up to make it an essential two-player experience.

4/5

- Aerial combat
- £1 per play
- Sega
- 1 Player

SKY TARGET

Whilst Sega might be forever churning out newer, flashier arcade games, they obviously haven't forgotten the rich arcade heritage that got them where they are today. As AM1's Sky Target clearly demonstrates – based as it is, on Sega's legendary After Burner.

Sky Target is however, more than just a nostalgia piece. It's a chance to take a classic shoot 'em up formula and, using the power of the Model 2 board, turn it into a state-of-the-art aerial warfare experience. And in many ways, it succeeds. Sky Target's graphics are brilliant. Using the texture-mapped polygons that are the Model 2's forté, the screen is always filled with masses of fighters, choppers, tanks and stealth bombers as you pilot your chosen fighter over jungles, through canyons, over the sea and even directly down through layers of cloud. Most impressive of all though, are the bosses, each of which are more than ten times the size of your fighter. Huge planes, giant 'copters and even a massive space rocket that you chase up into space, they are easily the most spectacular events of each stage.

Sky Target is certainly a fun game, but its problem is that, for all its flashy graphics it provides little more thrills than the original Afterburner. The actual gameplay is virtually identical. Set on a fixed course, you steer your plane around the screen, firing off missiles and emptying your machine gun at everything in sight. In an age of realtime 3D graphics, this lack of freedom, especially in a flying game, takes the edge off the action somewhat. Worth a go, but not worth investing time and money mastering.

2/5

DONKEY KONG 2

DIDDY'S KONG QUEST

SUPER NES
PLATFORM
RARE
ETBA
OUT EARLY DEC
1-2 PLAYERS
NO OTHER VERSIONS PLANNED
NO OTHER VERSIONS AVAILABLE

Remember last Christmas when you spent hours playing Donkey Kong Country trying to reclaim the banana horde from the evil King K Rool? Remember how, at the end of the game, you fought hard to kick his thieving behind once and for all? Well, forget it all ever happened – he was just playing dead.

The truth of the matter is that K Rool was biding his time, waiting for an opportune moment to kidnap Donkey Kong, hold him to ransom, and ensure that the banana horde stay within his grasp forever. In short, this sequel to DKC has the same old storyline as last year. But why let a small thing like that get in the way of a good old platform romp. Especially when developers Rare are boasting a stack of new features, characters and play enhancements. Via our unique industry contacts and no small amount of spawn, we have been able to secure the UK's first proper look at this exciting new 32meg cart. Here it is then, hold on to your eyes.

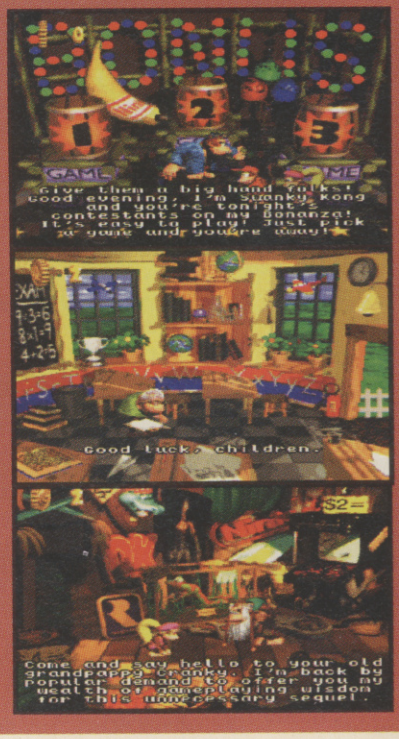
MONKEY SEE, MONKEY NEW

It isn't fair to say that Diddy's Kong Quest is just "all the bits they couldn't squeeze into DKC". Firstly it seems Rare have listened to their critics and upped the game's difficulty, ensuring a proper workout for even the most hardened platform fan. Secondly there's much more variety in the actual gameplay. True enough, certain levels see the chimps negotiating underwater sections, jumping into barrels and, yes, there are a few mine-cart-esque bits too. But these are all executed with such brilliance. For instance, the mine-cart sections are actually Roller Coasters, having the Kong Kids leaping for their lives in order to open doors blocking the way, collecting valuable timer bonuses and even fleeing a hideous, sword-wielding Kremling ghost. Other new sections in the game involve the chimps riding steamy thermals atop hot air balloons, climbing honey-covered walls in an oversized Hornet's nest, and entering a thorny maze-crazed race against an evil Parrot!

And those are only the ones we're telling you about!

KONG-PADRES

Other familiar faces are dotted throughout the game too. Cranky is in there, in his new role as curator of the Monkey Museum, dispensing his unique brand of advice whether it's wanted or not. Cranky's wife, Wrinkly, puts in several appearances too. Players visit Wrinkly instead of the voluptuous Candy Kong when they want to save their games. Elsewhere Funky is found chartering planes to fly the unfriendly skies, and another new ape – Swanky Kong – makes his debut. Players meet Swanky in bizarre gameshow sections where they gamble hard-earned coins to win special bonus items. With his Bob Monkhouse mannerisms, Swanky succeeds in being even more annoying than Funky!



WHISTLING DIXIE

With Donkey Kong somewhat bereft of his liberty, it falls to young Diddy to do the rescuing. But no chimp does it all alone, and Diddy has enlisted the help of several new companions to aid him in his quest. First and foremost is Dixie – Diddy's girlfriend (though they're just 'friends' according to the US game manual). Dixie has several new abilities, mainly involving her lustrous blond locks. With her prehensile ponytail she picks up barrels to hurl at her enemies, and may slow her fall from high platforms by whirling it helicopter-style. Elsewhere in the game Diddy and Dixie encounter other new and useful friends as well as a couple of old ones. Rambi, Enguarde and Squawks make a welcome return. New faces include Rattly, a spring-tailed snake; Squitter, the web-slinging spider; and Clapper – a cute seal with a surprisingly versatile spit.

FUNNY MONEY

Completing Donkey Kong Country was a matter of locating every single last level, every bonus room – the lot. The same is true here, but Rare have added a series of Lost Levels for players to locate and explore too. There are five in total, each one accessed after first locating a golden Kremcoin from one of the many hidden bonus rooms. Diddy uses these scarce coins to pay off Klubba – a huge Kremling who stands guard at a toll bridge – in order to enter the Lost Level. Gamers skilled enough to complete all Lost Levels and defeat K Rool get an extra-special ending.

It's the same story as last Christmas, insofar as Super NES owners are concerned. Several, highly brilliant games all vying for top position in the sales charts. After much careful deliberation, we're putting our money on the Monkeys. Find out why next month.

HELP!

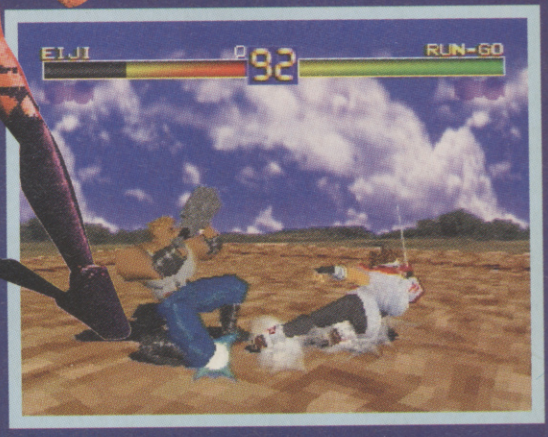
Word up once again Help! beiievers, CVG is on hand to solve all your techy type probs or games related missives. Whatever's bugging you slap it down on pulped tree matter or fire it down the Net at the addresses listed elsewhere on these pages and we'll sort it out quicker than you can say 'defrag my hardrive.'

3DO RANT

Dear CVG,

1. How much will the M2 add-on for the 3DO cost and when will it be available?
CVG: As a standalone machine, probably somewhere in the region of around £400. The add-on for the original machines will probably be about £250. It should be available in very early '96.
2. Is the M2 actually worth buying?
CVG: It sure sounds good on paper and the demos that we've seen are very promising but we can't really say yes or no until we've seen the finished article.
3. Will a beat-'em-up like Virtua Fighter or Toh Shin Den ever be released on 3DO?
CVG: No news as yet, but a couple of the M2 demos that we've seen revolved around a beat-'em-up scenario. Let's hope they sort out an alternative to that clumsy pad though, can you imagine playing Virtua Fighter on it!
4. The Sega Saturn, Sony PlayStation and Ultra 64 seem to get more attention than the 3DO, will this ever change?
CVG: The thing is, the other machines you've all mentioned are all newer than the 3DO and therefore people are more interested in hearing about them. And if you remember, the 3DO received an incredible amount of coverage when it was first released in the States a couple of years back, most of which was very favourable especially when compared to the coverage that the Jaguar was getting.
5. What are the best games to buy for the 3DO?
CVG: You won't go wrong with Return Fire, Cannon Fodder, Theme Park, FIFA and The Need for Speed.

Thomas Adams, North Yorkshire



WISE UP

Dear CVG,

Having only started reading your brill mag at ish 165 I'm not too clued up, so could you please answer my questions? Cheers.

1. I am hoping to obtain a PlayStation soon but I am not sure which game to get with it. Can you please help?
CVG: Yes, the game you'll be wanting is Wipeout, by far the best game on the PlayStation at present.
2. Which game has better graphics out of Toh Shin Den and Tekken and which is the best game overall?
CVG: Hmm... tricky one this. Personally speaking we prefer Toh Shin Den's graphics but I feel that Tekken is the stronger game. Basically Toh Shin Den is more suited to those who wouldn't normally buy beat-'em-ups, while Tekken is ideal for the fighting game purist.
3. Are either Ridge Racer or Tekken arcade perfect?
CVG: Ridge Racer is arguably better than the arcade game as it has more features and Tekken is very, very close. Indeed some of the arcade hardware is based on proprietary PlayStation hardware.

Thanks, Paul Harper, Avon.

PSX 2 PC-CD?

Dear CVG

I think your mag is cool and because you are such wonderful people can you please answer these questions:

1. In June's issue you said Tekken was coming out for the PC CD-ROM. Is this true and if so when is it coming out?
CVG: No more concrete news yet but Ridge Racer's on the way, just to whet your appetite.
2. Are the brilliant PlayStation games Destruction Derby and Wipeout coming out on CD-ROM?
CVG: Wipeout is definitely on the way and nearly finished and Destruction Derby is reviewed this month.
3. Do you think that International Superstar Soccer on the SNES is better than FIFA on Mega Drive, as I don't think ISS is that good?
CVG: You are mad! ISS is simply the best football game ever created on any format and poops on FIFA. It has much better graphics and sound than FIFA and a wonderfully responsive control system compared to the isometric half computer controlled system featured in FIFA.
4. I think that MK3 on the PlayStation, Saturn and Ultra 64 should be a 3D Virtua Fighter type game. What do you think?
CVG: It's a good point, perhaps the developers will consider it for number four in the series... However, as it stands MK3 is the definitive side-on 2D beat-'em-up.
5. There is one thing I hate about all of the FIFA games and that is that the names of all the players are made up. Why don't they put an option like in Sensible Soccer which allows you to change the players names yourselves?
CVG: Good point and to be honest I don't know why they don't include that option either. The reason they don't include the real names of players and clubs is that generally speaking these days you have to pay big cash to incorporate them into games. I'm not sure how Sensible have managed to skirt round this point for the last three years or so!
6. Will Namco's Alpine Racer and Rave Racer be converted to the PlayStation?
CVG: Not sure about Alpine Racer as it's very much a novelty, site-based ride. However Ridge Racer Revolution is available in Japan this Christmas.
7. How come all the next gen magazines apart from yours cost over £3?
CVG: Because they're expensive.

John Povey, Essex

RF-ING NUISANCE

Dear CVG.

I am looking forward to receiving my PlayStation but will feel slightly disappointed as I'll have to play it through an RF lead. Surely Sony could have produced a SCART lead in time for launch or even supplied one in the pack? Also do you know if a Japanese or US SCART lead will be compatible with a UK version?

CVG: The reason the PlayStation is supplied with an RF lead is so that everyone can use the machine straight away on a standard TV. Yes, you should be able to use a US or Jap PlayStation SCART cable on a UK machine and vice versa.

Andrew Nicoll, Worcs.

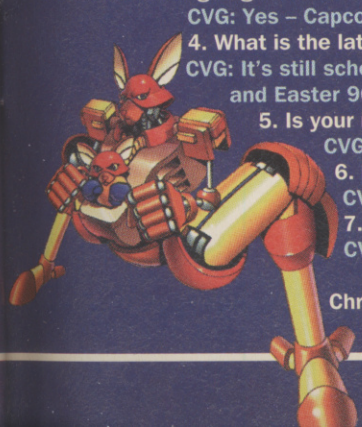
MYSTERIOUS QUESTION 7

Dear CVG,

Please can you answer a few of my questions:

1. Is the Virtual Boy worth buying?
CVG: Not at the moment. It hasn't gone down very well in Japan, or the USA, so there's no plans to release it in the UK at present.
2. What will be the average price of games be for the Ultra 64?
CVG: It's not confirmed, but they are likely to cost more than PlayStation and Saturn titles simply because of the storage medium involved.
3. Is there ever going to be a Streetfighter 3?
CVG: Yes – Capcom are depending on it!
4. What is the latest news on the Ultra 64 release date?
CVG: It's still scheduled for a late Nov/early Dec release in Japan and Easter 96 launch in the UK.
5. Is your magazine great or what?
CVG: Yes, and it's about to get much better!
6. Is the Sony PlayStation worth buying?
CVG: Oh my goodness gracious yes.
7. NBA JAM! (SNES)
CVG: BAZOOKA! (AUBERGINE)

Chris Bradley, Glos



HELP!

DE-BRIEFING

THUNDERHAWK 2

Developed by:.....CORE

Released by:.....CORE

Out:.....NOVEMBER '95

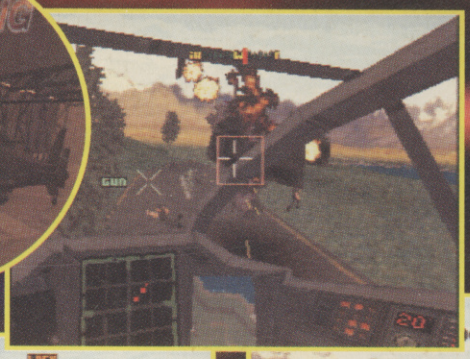
20% complete

PC CD ROM and Playstation versions planned

Mega-CD and PC prequels available

SATURN

▲ *Great to see these new polygon choppers – until they shoot you down mind!*



◀ *As you blow up the tanks, the little blokes go flying. Ha!*

The boats catch fire quite nicely when hit with a missile. ▼

firestorm: thunderhawk 2

3D shoot-'em-up you say? Great, we've never seen one of them before!

Aren't these explosions brill? Look at the way that boat's gone up! ▶

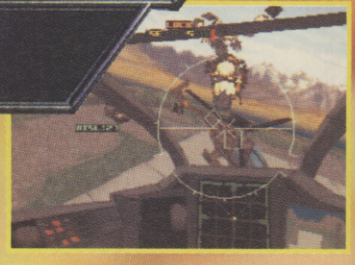
The original Thunderhawk on Mega-CD wasn't just any old 3D shoot-'em-up, it was one of the first available and is still one of the best Mega-CD games around. The game had you flying a well-armed chopper around various locations, stopping drug dealers, arms smugglers and terrorists whilst dodging trees and the like.

After what seems like ages, we're finally getting close to the release of it's sequel which, unsurprisingly, sees you shooting more bad guys in your now even more powerful chopper.

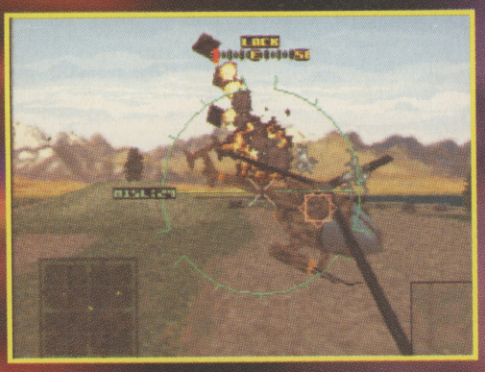
As you'd expect, the extra power of the new machines means that the game features more advanced 3D tricks than before, with the big addition of contoured landscapes (hills) as well as more views from which to choose AND you can spin your virtual head through 180 degrees to get a better idea of where enemies are.

Seeing as it's now 1999 your possible arsenal contains a chain gun, rockets, homing missiles, runway craterers, depth charges, a variety of bombs and more. Another area that's better than ever are the explosions. Like Core's other forthcoming shooter 'Shellshock' the tanks and things don't just pop, they blow up all over the place! Bits of metal fly around and bounce with plumes of black smoke going everywhere. Brill!

It's this wonderfully violent gameplay that made Thunderhawk so much fun and as you can already chase some poor bloke from his tank, get a lock on him and laugh as your homing missile zooms off, you're definitely in for mass destruction. At the moment, the game's a long way from being finished with only one mission completed but already it's looking great. When the game's released it'll have nine campaigns with around four missions each; ranging from South America to Eastern Europe, meaning that like the Mega-CD original, you won't finish it in a hurry. We're all big fans of Thunderhawk and as such are really looking forward to the November release of Firestorm as you should be.



We're the first mag to see a version with these presentation screens.



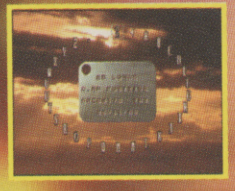
DIE MUTHACRUSHA!

Here's some granddad out for a drive in his Land Rover

And here's his vehicle after our missile hit it.

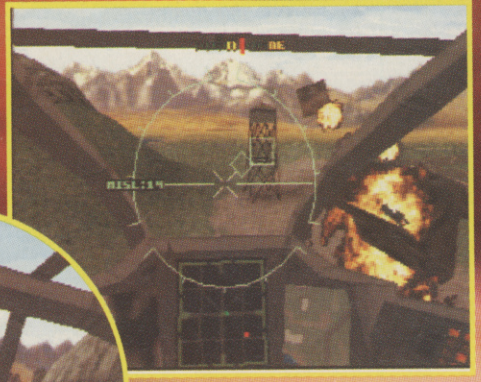
The rather muscly granddad's making a run for it.

But a well-timed blast puts him out of his misery. Great!



This was obviously one of the stupid designers playing, as they've been killed.

In the finished game you'll be able to choose which mission you want to fly.



As you can see from this grab, the missile target sight is massive and round. Amazing!

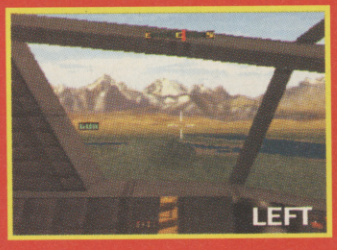
As you turn your head to look out the side window, your guns turn to aim with you.

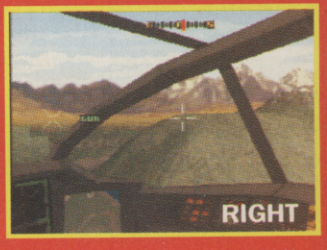
No doubt there'll be a really good intro in the finished game. At the moment the "camera" just pans around the chopper.

BOOM WITH A VIEW

One of the major new features is the ability to select how you want to view the action. There are three choices:

When you're playing you can also spin the viewpoint around using the L and R buttons.





As the evil boats take out the pilot, the virtual viewpoint spins round the exploding chopper. The polygon-based enemies look brill!

SEGA SATURN

THE SATURN INVASION IS COMING!

Okay folks, it's the final run-up to Christmas and the time has almost arrived for Sega to unleash their hottest Saturn titles upon us. Whether you were impressed, disappointed or whatever with the early games like Virtua Fighter and Daytona doesn't really come into the equation, because the second generation of Saturn titles are simply amazing. Over the next eight pages CVG reveals the latest development versions of Sega's BIG THREE, plus we take a good hard stare at a few of their other potential blockbusters. And bear in mind, for some of these titles the review is only one month away!

SATURN GAME INVASION 1: Virtua Fighter 2

VIRTUA FIGHTER 2

- Developed by: AM2
- Released by: SEGA
- Out: Unconfirmed

60% complete

No other versions planned

Arcade version available

SATURN

It's the greatest fighting game in existence and for months now we've followed its development via screenshots filtering across from Japan. That was until a rolling demo was displayed at the September ECTS, setting hearts palpitating with its incredible animation.

Now however, the pace has upped dramatically as a playable 60% complete version has arrived on these shores. And we've played it. We've played it, you hear!

To be honest, there's never been any doubt that Virtua Fighter 2 is going to deliver the playability of the coin-op when it arrives in the very near future. Nonetheless, we can confirm that the Saturn conversion of VF2 is going to be everything you've hoped for. The version we've seen had all the characters, fully playable, with all their moves in place. And, short of some bug testing to iron out some of the collision detection bugs still in there, the gameplay is shaping up fantastically. It's all the more amazing because of the speed the game runs at. Far faster than the original Virtua Fighter, AM2 have managed to keep the frame rate at a staggering 60 frames-a-second, matcing the coin-op and basically running

as smoothly as a TV can handle. What still needs to be worked on however, are the visuals. Although the fighters are near enough complete, there are still some finer touches that need to be added. Believe it or not, AM2 have a team of programmers working on just getting the fighters' fingers moving. Also, as yet, none of the characters are light-sourced. However, it seems likely this effect won't be included if it slows down the action.

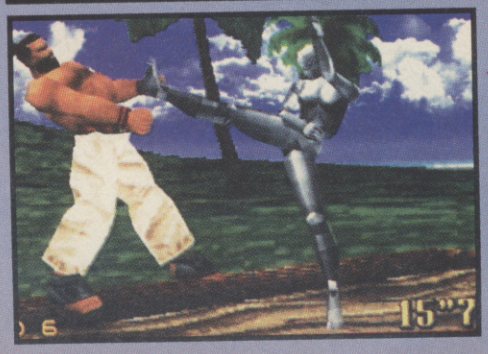
Requiring somewhat more work are the backdrops. With most of the polygon count spent on the fighters, AM2 have cleverly simulated the coin-op backdrops using multiple layers of 2D parallax. However, some details are still absent. Most notably, the massive bridge on Shun's raft level. Whether this actually makes it into the conversion is still a point of speculation. There is however, a gaping hole in the scenery that a bridge would fill nicely.

One thing we don't have to worry about though, are flickery graphics the likes of which we saw in the original VF. Thanks to the work of AM2's custom-built SGL operating system, the problem is non-existent.

FIRST LOOK – VF2 DURAL!

Although we've only played a 60% complete version of Virtua Fighter 2, the Japanese press have now bore witness to a 70% version, complete with full replay angles (which were missing from the version we saw) and featuring the first look at Saturn VF2 Dural. The silver robot boss looks amazing, with its metallic-textured surface proving far more convincing than VF Remix's 'grey plastercine' attempt. Most exciting of all though, a Japanese street date for Virtua Fighter 2 has finally been set for December 1st. This means we could well see a UK version of the game pre-Christmas. We can, but hope.

JAPANESE STREET DATE - 1st DECEMBER. FULL REVIEW SOON!



SEGA SATURN

SATURN GAME INVASION 2:

SEGA RALLY

Developed by AM2
Released by ..... SEGA
Out ..... December

70% complete

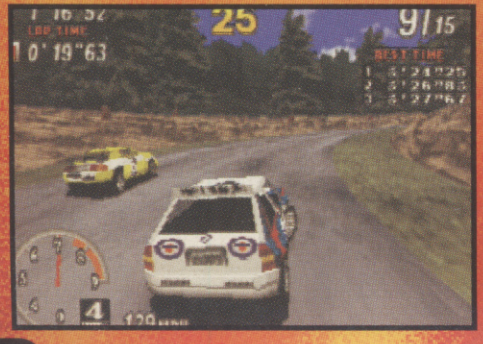
No other versions planned
Arcade version available

SATURN

It's only been a few months since the first pictures of Saturn Sega Rally were revealed and already we have an 70% complete version of the game to look at. Don't make the mistake of thinking Sega are churning out a rush-job though. Sega Rally looks set to be THE most impressive Saturn game yet!

Converting what has to be the most realistic arcade racer around, from the Model 2 coin-op to the Saturn, was never going to be an easy task, as the Saturn version of Daytona USA has already proven. Saturn Sega Rally however, suffers from none of the troublesome scenery glitching that so marred its AM2 predecessor. In fact, the translation of Sega Rally features possibly the best distance updating of any home console driving game so far. And all running at 30 frames a second – exactly the same as the original coin-op. All the more amazing when you consider that Sega Rally doesn't use the famed Sega Graphics Library that's behind the Saturn conversions of VF2 and Virtua Cop. Sega of Japan's in-house CS Team, supervised by the coin-op's original creators , AM3, have grafted the conversion purely off their own backs, rather than crediting their results to the AM2-developed SGL. It's not just the frame rate that's arcade perfect either. Saturn Sega Rally contains EVERY detail of its arcade parent. Both cars, all four courses, all the trackside details, all the speech and sound-effects, the complete coin-op attract sequence, even the flock of birds that take to the air on the first track – it's all there! Plus the handling of the car – with its unique four-wheel-drive power-sliding – has been fine-tuned to match the arcade. In fact, we found during an extensive test drive, that it even responds well to the Arcade Racer steering wheel. Something Daytona USA failed to do.

More than just a straight arcade conversion, Sega Rally features a number of Saturn-unique features to increase its longevity. In fact, AM3 specifically chose the CS Team for the job, having already shown their expertise in this area with the brilliant Megadrive Virtua Racing and 32X VR Deluxe. As you'd expect, Saturn Sega Rally has the now-customary Time Attack option. It also has a rather nifty Fine Tuning feature allowing you to adjust the tyres, transmission, handling and suspension of the cars, saving up to three different versions of them for later use. Plus, there are yet more unrevealed 'extra features' promised should you complete the final Super Advanced track in first place.



DESERT

The beginner's course, complete with zebras, elephants and a helicopter. Fun and simple.

FOREST

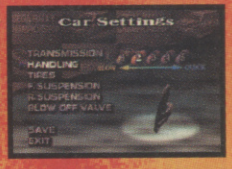
Winding mudtracks, a tunnel hewn through a mountain and a tricky hairpin. A pleasant country drive.

MOUNTAIN

High cliff walls, narrow village streets and lethally tight bends make this course very tough.

LAKESIDE

Complete the other tracks and you get to race on this highly challenging 'Super Advanced' track.



TWO-PLAYER OPTION FULL DETAILS REVEALED!

Yep, the two-player option is now in the game, it's playable and we've played it! The feature takes a split-screen form, similar to that of Megadrive Virtua Racing. The programmers did consider making Sega Rally the first game to use the forthcoming link-up cable, allowing players to race against each other on seperate Saturns, in a simialr fashion to the multi-player option on Playstation Wipeout. However, the technology for the cable just isn't ready yet. Not to worry though, the split-screen option works excellently. There's a subtle drop in track-side detail, but visibility is amazingly good and the speed is unaffected. Aside from some minor glitches which are being ironed out as we speak, the two-player option looks fantastic.

SEGA RALLY IS REVIEWED IN NEXT MONTH'S CVG!

SEGA SATURN

SATURN GAME INVASION 3

VIRTUA COP

VIRTUA COP

Developed by: AM2
Released by: .....SEGA
Out .....24TH NOV

80% complete

No other versions planned
Arcade version available

SATURN

Its Japanese street date is set for November 24th and Sega Europe promise us the UK version is going to be ready for Christmas. Yep, Saturn Virtua Cop is about to happen! Here at CVG we've played an 80% complete version of the game and you can take it from us, Virtua Cop is going to be INCREDIBLE!

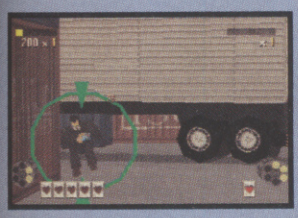
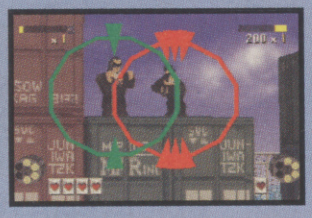
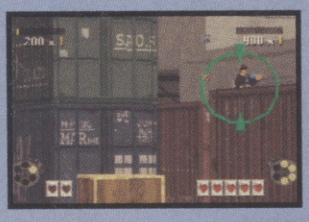
Finally, all three of the coin-op's levels have been translated onto the Saturn. And if you want to know how they look, just go into an arcade and play the coin-op, because that's how Saturn Virtua Cop looks. Whilst Virtua Fighter 2 and Sega Rally are, without a doubt, going to be stunning coin-op conversions, Virtua Cop is easily set to be AM2's closest arcade translation. And that goes for more than just the quality of the graphics. Thanks to the arcade-identical Virtua Gun that's going to be packaged in with game, Virtua Cop is all set to match the playability of its arcade parent.

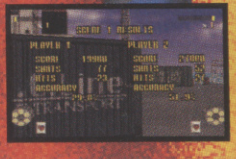
For die-hard fans of the coin-op, the promise of an arcade-perfect conversion should be more than enough to guarantee sales of Saturn Virtua Cop. Nonetheless, AM2 realise that to succeed as a home console game, Vitua Cop needs more features to increase its longevity. Hence the inclusion of an 'original mode'. Exactly what this option will include and how it will differ from the arcade mode, is a closely guarded secret. However, it's common knowledge that AM2 have been developing the now-complete Virtua Cop 2 coin-op alongside Saturn Virtua Cop, and there's the distinct possibility some ideas may have filtered across. We have to wait and see.

So. Saturn Virtua Cop. 24th of November. Japan. CVG January issue. On sale 10th of December. What more do we need to say?

VIRTUA COP IS REVIEWED IN NEXT MONTH'S CVG!

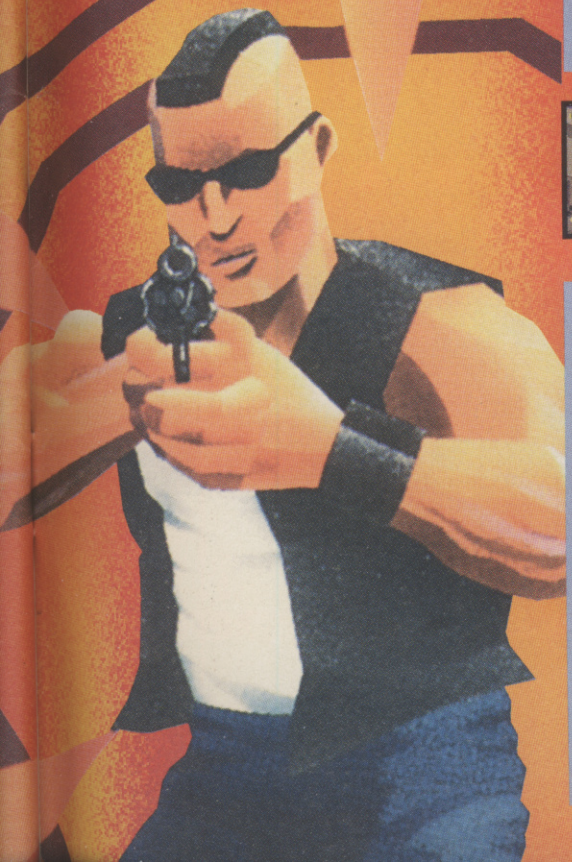
BEGINNERS LEVEL



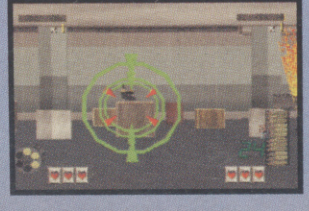
ADVANCED LEVEL

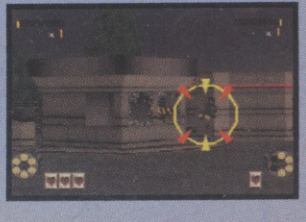
The final level of Saturn Virtua Cop to be programmed in, the building site stage looks and moves superbly. Plenty of huge cranes, scaffolding and dumper trucks abound. In fact, one of the evil J7 syndicate hoods even tries to drive a lorry into your face!



EXPERT LEVEL

AM2 programmed the third level straight after finishing the first one. Their logic being, that if they could get the massive polygon interiors of the office level moving smoothly, they'd have no trouble with the rest of the game. Well, the proof is in the pudding – the Expert level is up and running perfectly.





SEGA SATURN

SATURN GAME INVASION 4

HANG ON GP'95

HANG ON GP '95

Developed by: Sega in-house

Released by: .....SEGA

Out .....Now (import)

90% complete

No other versions planned

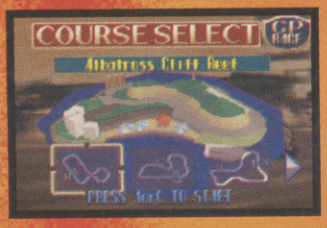
Sort of arcade version available

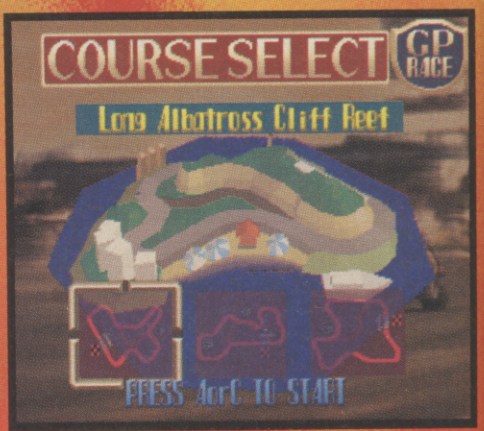
SATURN

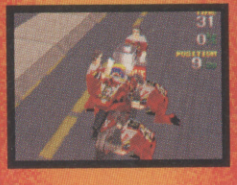
Sega's arcade classic gets revamped, Virtua-style, in the form of this upcoming Saturn motorcycle racer. However, if you're expecting the cross-continental road racing formula of the old Hang On coin-op you may be surprised, because as the GP tag suggests, Hang On GP '95 is a circuit-based racing game of the Daytona USA mould.

Racing against 20 other motorcycles on a choice of five indivdually-graded bikes, there are three different environments to test your mettle in. Albatross Cliff Reef puts you on a set of winding clifftop roads, New Dwells provides a tighter urban setting and Crimson Walls races you through the countryside. Similar to Ridge Racer though, each area provides more than just one course by opening up new parts of each track. As you can see from the track select screens on this page. It's not just the gaming formula that's changed either. The juddering sprite scenery of the coin-op is just a distant memory, as Hang On GP makes full use of the Saturn's texture-mapped polygon capabilities to generate the mightily impressive 3D graphics.

Sega don't seem to be making too big a fuss about Hang On GP, concentrating their marketing on the bigger Sega Rally. However, having playtested an early version of the game, we've got high hopes for this speedy racer. Already released in Japan, we'll give you a full review next month.







SATURN GAME INVASION 5

GUARDIAN HEROES

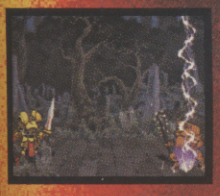
- Developed by: .....TREASURE
- Released by: .....SEGA
- Out .....Unconfirmed

70% complete

No other versions planned

No other versions available

SATURN



F1

- Developed by: Sega in-house
- Released by: .....SEGA
- Out .....Now (import)

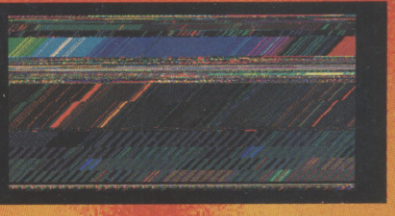
80% complete

No other versions planned

No other versions available

SATURN

SATURN GAME INVASION 6



Textured, polygon driving games are ten-a-penny on the new wave of consoles at the moment. However, Sega's F1 game promises to be something a bit different.As the name suggests, F1 is actually licensed from the Formula One World Championship, meaning you can race as Michael Schumacher, Damon Hill or a varriety of other famous drivers, in their actual F1 cars. Complete with official texture-mapped sponsorship on the sides. There are six tracks to race on. Three Sega Stadium courses, Germany's Hockenheim, Japan's Suzuka and – in a tip of the hat to Sega's old coin-op – Monaco.

Clearly designed to cater for hardcore F1 fans, Live Transmission allows you to fine tune each of the cars, adjusting everything to precise degrees.

If you're wondering about the 'Live Transmission' tag. In Japan the game is accompanied by a complete commentary which amazingly fits the action in the display at the top of the screen. Just like on TV, it switches views, homing in on any crashes. And if you spin off, it even cuts to an in-car cam view or replays, with the commentator wildly jabbering on about your accident.

Of course, all the Japanese speech is no good for the UK version and sadly Sega Europe are going to replace it all with extra music. Nonetheless, from our early playtesting we reckon F1 could be a sleeper hit for the Saturn. Full review next month, hopefully.

DOOM

Developed by:.....WILLIAMS

Released by: GT Interactive

Out .....DEC '95

90% complete

No other versions planned

Lots of versions available

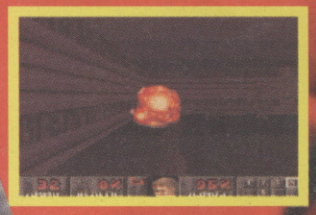
PLAYSTATION

When you've only got 1% health, 0% armour and a pistol, it helps if you can get the baddies to fight each other.

RECURRING NIGHTMARES

More levels than Hades!

PlayStation Doom includes more levels than even the Jaguar version, what with the whole of the Ultimate Doom (36 levels) as well as its sequel – Doom 2: Hell on Earth (32 levels). These aren't your feeble 'over-in-20-seconds' examples either, and the PlayStation game is made all the more difficult because at the moment you can't save your game during a level. Instead you have to complete it to get a password. Also, as this disc contains Doom 2, it has all the new monsters such as the Revenant and Arch-Vile. Plus there's the new power-ups: Megasphere and the nefarious double-barrelled shotgun.



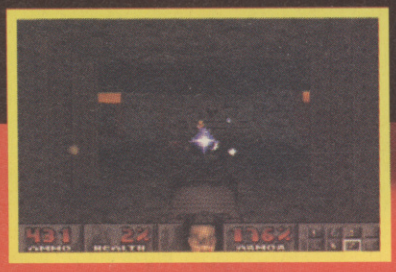
The chaingun's a good weapon to use on the Cacodemons but we reckon that the chainsaw's better. It makes them turn away and stay still while you hack.

Doom service, how can we help? Yes we have a Super NES version. No, sir, no Game Boy at present. P-P-Play S-Station you say? W-well we really don't advise you even mention that one becau-ack argle... AAAGH....!!!

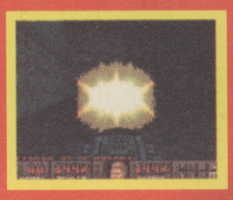
PC purists are no doubt laughing at the PlayStation owner's current predicament: 'Oh ho! How nice. Their own little version of Doom. Ptcha! We're onto Hexen now you sad motherf...' Because that's how many PC Doom players like to speak.

Don't write this off as old news just yet, however. Play Station Doom is – and this comes straight from id's mouth – "one of those games you've got to see to believe." Developers Williams have added two new secret levels, taken it upon themselves to provide all-new sound effects and music, and used a whole bunch of other tricks the PlayStation alone can achieve.

The only review that counts is due next month. Meantime, get your magnifying glass out to examine these screen shots. Does it match up to all expectations?



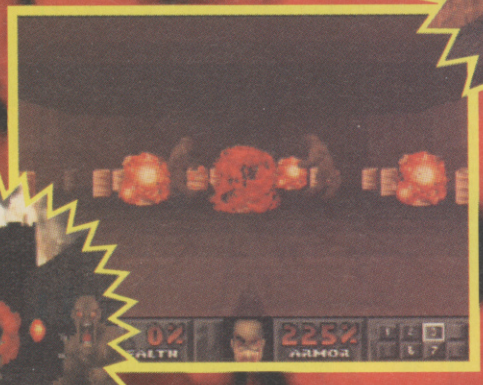
The screen flashes red when you're silly enough to get hit.



In a greenily-lit room, the BFG blast looks yellow.

The level on the right - Tricks and Traps - is a real git to complete because of all the Barons of Hell.

If you look to your right, you'll see two Hell Knights being killed by exploding barrels. I'm dying too.



DOOMED?

In answer to those cynics who are already writing this version off as a waste of time, Doom is most definitely NOT dead! It's *undead!* Bwa-ha-ha!

SHINE ON

PlayStation extra-special effects! The most obvious difference the custom processing power of the PlayStation has enabled, are the snazzy lighting effects; where coloured lighting taints any items nearby. For example, red or blue flame sticks now emit red or blue light into the surrounding area, adding much more atmosphere.

Get the invincibility before taking on loads of Barons.

CHEAT MODE

You'll notice that Tips this month are still very much dominated by 16-bit stuff – and pretty poor it is too. As to how soon this changes for the better is very much up to you. Having your skills lauded in CVG is about the highest accolade a gamesplayer could wish for, which is every reason to get working on some hot Saturn, PlayStation, PC CD-ROM releases as soon as possible!
Send your hard-earned efforts to: Help! Computer and Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

GAME BOY

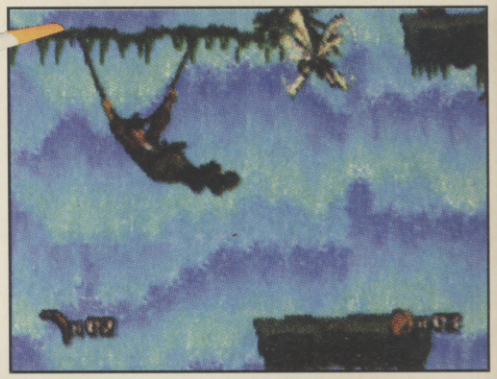
NINTENDO SOCCER

Living life on the fast lane, on the edge and so darn quick that you just must get to round 16 of this game straight-away? Then try entering this complex little code (if you can find the time!): 2.2.1.1.2.2.1.1.2.2.1.1.2.2.1.1.2.2.1.1. Once you've worn your eyeballs out entering that little lot press button B every time Brazil play at home and if all goes well you should take over the match.

SNES

PITFALL: THE MAYAN ADVENTURE

Access a level select cheat on this competent reworking of the old Atari 2600 classic by simply pressing X, SELECT, A, SELECT, Y, A, X and SELECT on the title screen. Now you should find that by pressing the L and R buttons together you can skip through the levels. Hurrah! to Ben Sutton from Cornwall for writing to us with that cheat.

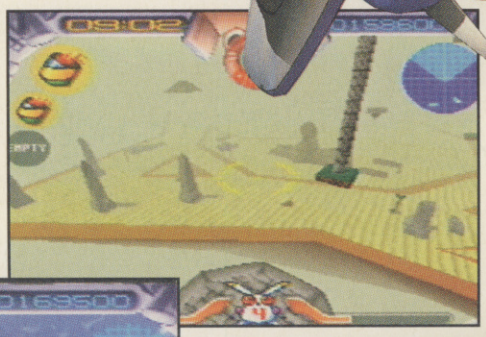


PLAYSTATION

JUMPING FLASH

Do you want a level select for this brilliant 3D twist on the platform theme? Then we reckon you must be a bit crap at games 'cos it has to be said that while Jumping Flash is great fun while it lasts it doesn't last long.

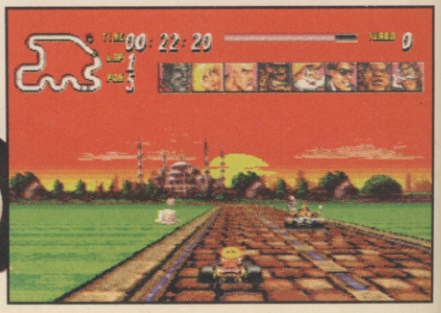
At the title screen press UP, UP, DOWN, DOWN, X, X, LEFT, RIGHT, LEFT, RIGHT, X TRIANGLE, X, and finally TRIANGLE again. That level select should now be accessible if you've entered that little lot correctly. By the way, if you hold down all four shoulder pads on the controller while on the title screen and press up or down it's possible to make the clouds move at different speeds. Pointless but fun. Or maybe not.



MEGA DRIVE

STREET RACER

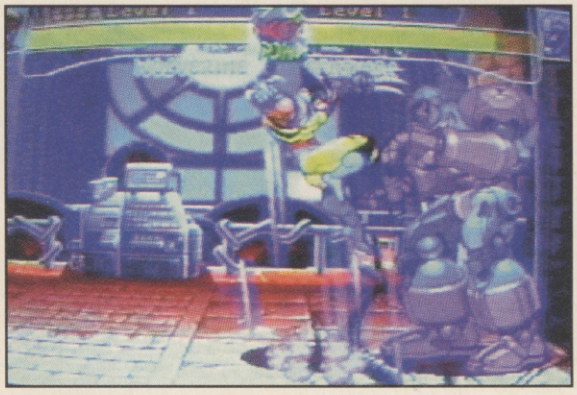
Topper racer fun ahoy with this smart reworking of the SNES classic Super Mario Kart. And Katie North is here to make the game even better by supplying this cheat that will allow you to edit the abilities of all the characters. If you want to do just that then go to the character select screen and press A, B, C, A, B, C, A and B. Do it right and you'll hear a cheer. Do it wrong and you won't! Anyway, if you hold A and press RIGHT the power bars should move up and it's possible to select different bars by holding A and pressing UP or DOWN.



MEGA DRIVE

X–MEN 2: THE CLONE WARS

If you start a game as normal and then press START to pause it you should find that by pressing DOWN and RIGHT simultaneously and then UP, LEFT, UP, RIGHT, RIGHT and C that you'll be blessed with 99 lives instead of the more regular eight. Back slaps to Ross McDowell from Humbersome for that.



MEGA CD

MIGHTY MORPHIN' POWER RANGERS

You can make this game slightly less crap by skipping the fighting sequences. To do just that, go to the difficulty select screen and press B, A, C, C, A, B and A. Now start a game as normal and you'll be able to skip the fight sequences simply by tapping the start button. Alternatively rub your 'nads with some brand new extra rough sandpaper as it's about as enjoyable as playing this game.

SNES

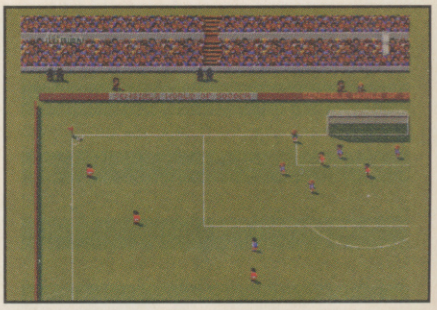
SUPER BOMBERMAN 2

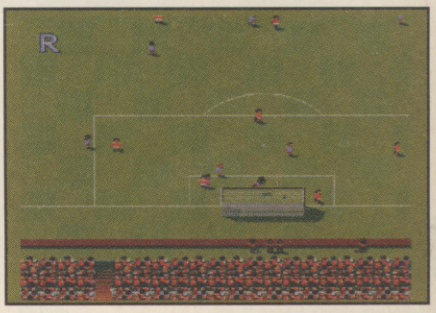
Here's a cheat that's a perfect example of the old cliche, brilliantly simple but simply brilliant. In fact that's a perfect description of the game too, come to think about it. Anyway, go to the title screen, select PASSWORD and enter 1111 as the code. Doing so will enable you to drop six bombs with the maximum blast radius as well as use the detonator.

AMIGA

SENSIBLE WORLD OF SOCCER

This could well be the last in a seemingly never ending supply of brilliant SWOS cheats but it's certainly one to go out on a bang with! Basically what you have to do is start a new game, wait for the kick–off to start, pull back on the joystick to initiate a whopping great kick and press and hold fire. Now, while still holding fire press the R button for a replay. This will freeze all of the players including the all important goalie until you let go of the fire button. Once you've done this the ball should bounce straight into the back of the poor old defenceless net. Note that it might take a few attempts to get this process right but it definitely works. BUT, don't try it on a muddy pitch because the mud is likely to stop the ball dead in its tracks and give the goalie enough time to recover and snatch the ball back. Cheers to Damon Wellington from Kingsley for contributing.

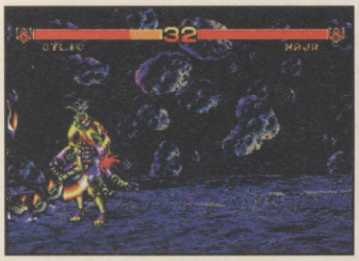


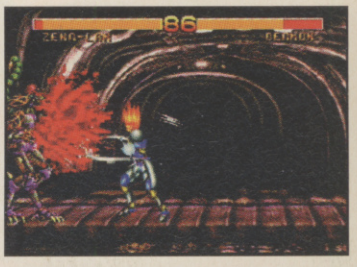


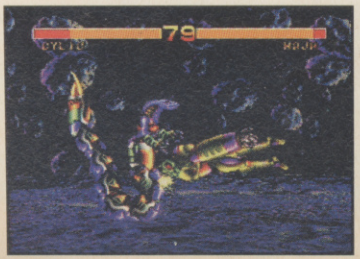
MEGA DIVE 32X

COSMIC CARNAGE

No, we afraid to say that we haven't got any cheats that will somehow manage to turn this rotting hedgehog of a game into a Sonic–stylee classic, but it might just make you feel a little less sick if you were unfortunate enough to buy the game in the first place. When the produced by SEGA logo comes on as normal upon booting the game up, press and keep held buttons X, B and Z. When PRESS START appears, press it and then let go of all buttons. If all's gone according to plan you find find that you've entered a new mode called the Cyber Brawl which offers up for your delight a couple of new features and the like. Darren Arch from Birmingham is the man to thank for this cheat.



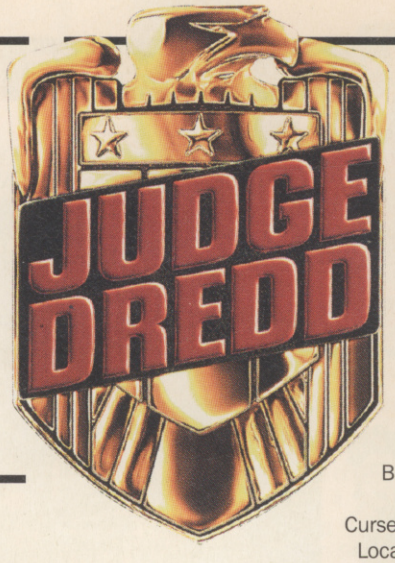




SNES

WWF ROYAL RUMBLE

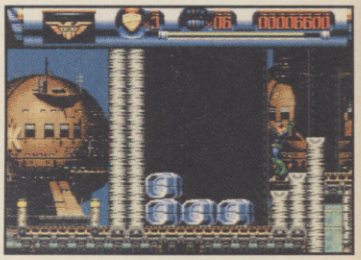
One of Acclaim's better attempts at a wrestling licence and another game that Putney Tom from above has supplied a cheat for. This 'un allows you to use a super punch that will knock any of the characters out with only two hits. Ouch! To activate this cheat, enter B, A, and START when the Acclaim logo begins to fade when the game boots up. You'll know if the code's been entered correctly because a disgusting sampled "UGH!" with gurgle forth from the speakers. Cheers again Tom.



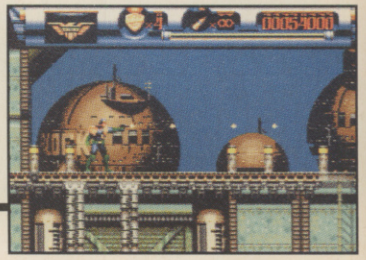
MEGA DRIVE

JUDGE DREDD

Be the law in this pretty good but unoriginal platformer film licence from Probe and Acclaim thanks to these very useful level codes sent in by Steve Patel from Birmingham. Take it away Steve...



Breakout at Aspen: KZDVT
Cursed Earth: JRQWNO
Locate Rico: PSTRVJZ
Invasion by Gila Munja: HQWVLT
Mega City One: WDRCNPU



AMIGA

VITAL LIGHT

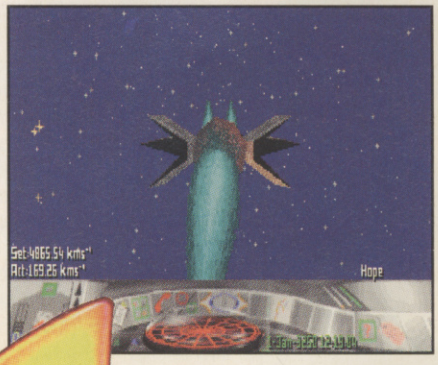
Boo hoo! Things look increasingly grave for the humble old Amiga what with all these shiny new 32bit console wonders around but Bobby Gimber from Gloucester is fighting valiantly to keep the ex–Commodore machine in the limelight with these handy one and two player level codes for Millennium's classy puzzler.

ONE PLAYER	TWO PLAYER
72131	33473
48063	27433
50083	28242
08242	98739
41217	13421
13203	98224
14219	04403
78475	37447
23757	55263
65942	27951
21240	79549
82112	22150
38412	92801

PC

FRONTIER: FIRST ENCOUNTERS

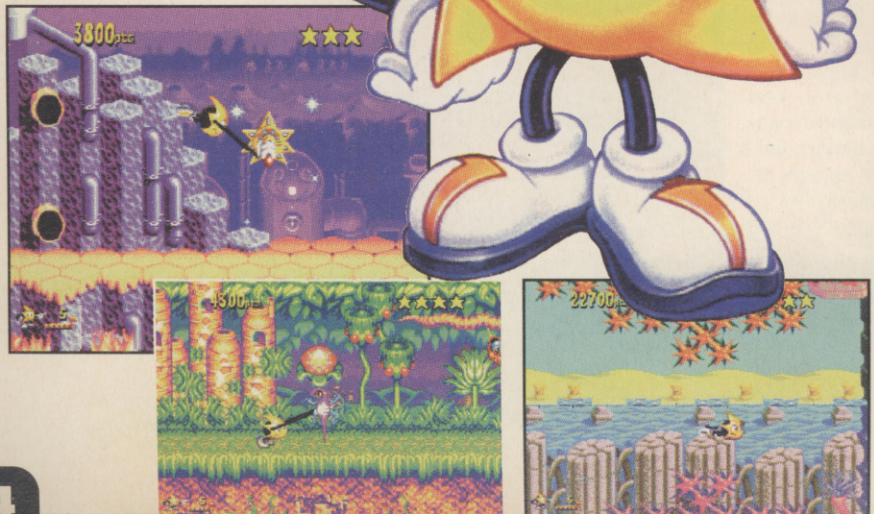
Hey, we've got the greatest cheat for this decent follow up to the Elite sequel classic. Basically it removes all the bugs and lets you play the game for more than five minutes without a major hardware crash. Aha ha ha. Only japing of course. Try pressing 1 (the numeral key) and the squiggle key (technical term there) ~ together when you see the Gametek logo upon booting the game up. Doing just this will give you the well sexy Eagle Long Range ship and dump you at Ross 154 where everything is dead cheap apparently. Wobble your rattles for Dominic 'Braben is still God' Stewart from Upperwood for supplying that.



MEGA DRIVE

RISTAR

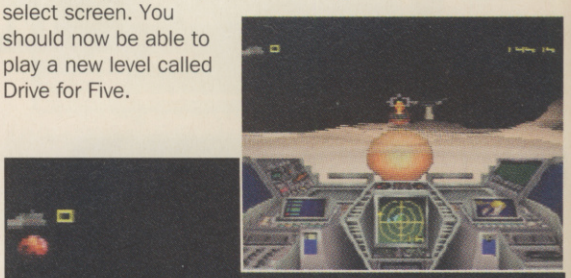
If you're finding this quality Dynamite Headdy/Sonic 3 rip-off just a bit too easy then simply proceed towards the password screen and enter the code as SUPER. The difficulty level will now be raised way, way up into the cosmos. Thanks to Birmingham's Steve Patel once again.

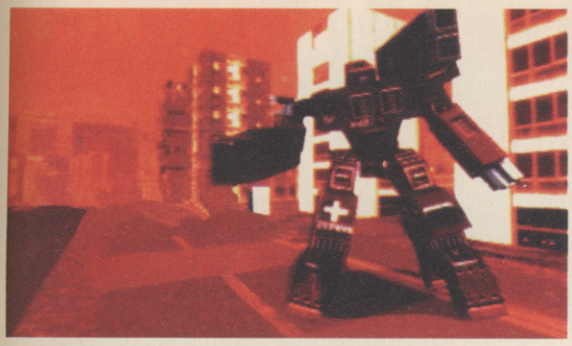


JAGUAR

HOVERSTRIKE

Looking for a new level in this so–so Atari game? Well, probably not it has to be said but if you fancy it anyway then simply press UP, 2, 3 and 6 together on the mission select screen. You should now be able to play a new level called Drive for Five.





PLAYSTATION

AIR COMBAT

Before the intro to this smart Namco arcade conversion appears, press and hold R1 and CIRCLE. If you've done this correctly a screen full of bouncing CDs should appear. Now press one of the following key combinations:

UP, DOWN, LEFT, RIGHT: Whenever the game loads anything from now on a secret game will appear to keep you amused while you're waiting.

UP, DOWN, LEFT, RIGHT, UP, DOWN, LEFT RIGHT and R1: Will let you use the set paint colour plane.

START times 10, R1 : Your wingman's paint will be the original preset colour.

LEFT, RIGHT, LEFT, RIGHT DOWN, UP, DOWN, UP, CIRCLE, CIRCLE, TRIANGLE, TRIANGLE, TRIANGLE: This will allow you to play the original paint job planes in a two player mode.

Hang on a sec though, these cheats are getting a bit dull, the following are much more exciting!

1. If you finish all of the mission on EASY and START the game again you'll find that you can now choose from all 16 planes right from the start of the game.

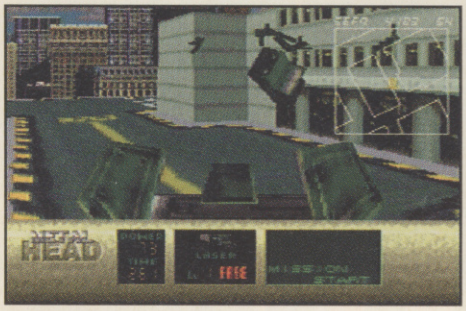
2. Do the same on normal and start again to have all the planes AND all the wingmen from the start.

3. And finally, completing the game on HARD mode will give you all the planes, all the wingmen and allow you to choose any level right away.

MEGA DRIVE 32X

METAL HEAD

Still one of the best 32X games, despite the fact that it's begin to knock on a bit. The following cheat will allow you to access a hidden commander who's actually resembles an Anime style girl. To access her press and hold A, B, C and START when turning the machine on. Keep them held until the title screen appears and proceed to the options screen. Finally go to the commander option and plough through until you reach Anime. And then she'll be yours.



SNES

STUNT RACE FX

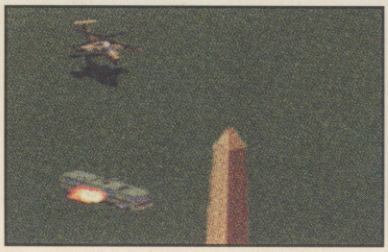
These Stunt Race FX cheats just a keep on rollin', rollin', rollin' into CVG Towers and the latest has been thoughtfully sent in by Thomas Green from Putney, London. Tom says that it's possible to get a completely brand spanking new viewpoint by starting any of the modes as normal. Once you're into a game, enter the long distance view and then press the pause button. Now press SELECT, LEFT, RIGHT and finally START. If all's well the funky new perspective number should be all yours.

PC

JUNGLE STRIKE

Want some top cheats for this topper chopper blaster from Gremlin? Then look no further than top air jockey Stan Munn from London who's been kind enough to supply us with the level codes:

Level:
2. Sub Attack: CMMMMMMMC
3. Training Grounds: MMBNTPMMMV
4. Night Strike: MCB95MMMV
5. Puloso City: 2MVMMMMM
6. Snow Forest: 2NCBSNMMR
7. River Raid: FCXMBMMQ
8. Mountains: FCZZ2NVMM7
9. Return Home: FCLQJCMM9
10. Echo Threat: FCKZ4XMM



But wait, don't turn over this page just yet Jungle Strike fans! Not only can we supply you with the level codes but we've also managed to find an infinite weapons and fuel cheat combined with level skip. Actually that's a lie, we simply phoned up Gremlin. Anyway, it goes like this:

Press ESC and F1, then type in CHICKEN and finally press ESC again. You should now have been blessed with the aforementioned infinite weapons and fuel and should find that you'll be able to skip levels by a quick press of the Q button.

CVG COMPETITION

WIN! International Super

QUESTIONS:

1. How many teams are available for a player to select in International Superstar Soccer Deluxe?
2. What is the name of the No.10 player in the Italian team in International Superstar Soccer Deluxe?
3. How many players can compete in the Short Tournament mode in International Superstar Soccer Deluxe?
4. How many stores do Dixons operate in the UK (to the nearest ten)?
5. What formation do the England team normally play in International Superstar Soccer Deluxe?

Tie Breaker (to be completed in no more than 20 words):
Konami make the best video games because.....

THE TELLY OF YOUR DREAMS

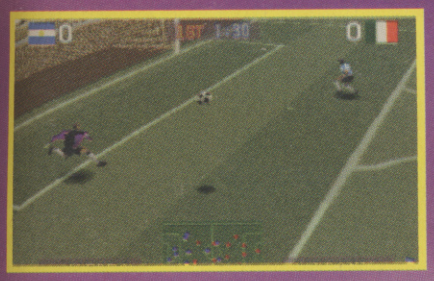
(IF YOU DREAM OF TELLYS)

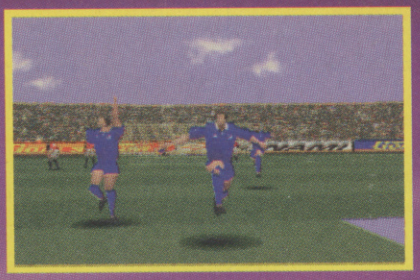
Konami is one of the leading software developers and publishers with more than 25 years experience in the leisure software industry. In that time they have produced some of the best selling games of all time, including the Castlevania series, The Contra (Probotector) family of games, not forgetting the weird and wonderful Parodius and Mystical Ninja. Recently they've concentrated their efforts on producing a new series of sports games which kicked off with the outstanding International Superstar Soccer. Upcoming titles include NBA Give 'n Go (Super NES), NBA In the Zone (PlayStation), NFL Football (PlayStation), and MLBPA 3D Baseball (PlayStation).

To celebrate the release, on November 3rd, of the phenomenal International Superstar Soccer Deluxe on Super NES, Konami have teamed up with top retailer Dixons to offer a fantastic range of prizes. This superb soccer game is the sequel to the stunning International Superstar Soccer – in case you hadn't already guessed. Both these games have received high praise from CVG, so you'd be TOTALLY stupid to miss out on this deal. No other soccer game comes close to offering the same level of detail and sheer arcade playability of ISS Deluxe.

Dixons, with over 350 high street stores nationwide, has to be your first choice for games software this Christmas. They stock a huge software range across all formats with prices starting from just £9.99 and sometimes even LOWER!! Dixons is the place to shop for all your new releases and superb value deals.

Star Soccer DELUXE Competition





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Third Prizes

5 International Superstar Soccer Deluxe Sweatshirts (large size only)

Runners Up

50 International Superstar Soccer Deluxe Footballs

HOW TO ENTER:

1. Pop into any participating branch of Dixons.
2. When you purchase a copy of International Superstar Soccer Deluxe ask the nice person behind the counter to give a copy of the entry form.
3. Answer the questions and complete the Tie Breaker.
4. Get your form stamped when you buy the game.
5. Send the completed form to:

ISS Deluxe (Dixons) Competition
Konami (UK) Ltd.
Konami House
54A Cowley Mill Road
Uxbridge Middlesex
UB8 2QE

Dixons

KONAMI

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2. No cash equivalent to the prize is available.
3. No entries received after the closing date (31st January 1996) will be accepted.
4. Entry is only valid on an original entry coupon which must be stamped by your local Dixons' branch.
5. The winners will be the entrants who correctly answer the questions and complete the tie breaker in the most original way.
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7. UK applications only.
8. By entering you agree to take part in any post-event publicity.
9. Actual make and model of prizes are subject to availability. However, any alternative offered will be of equal value to the products shown here.
10. Connection to SKY satellite service subject to relevant laws and regulations.
11. The Judges decision is final.
12. Winners will be notified by post by 24th February 1996. A list of winners will be available from the competition address after 24th February 1996.

If you've read this issue, you're bound to be pretty excited by all the incredible games we've got lined up for you next month. If you haven't read the issue, then you must be some kind of weird person who starts at the back. Not that we have a problem with that, but you must find mystery novels boring. Anyway, let's start this issue with what we've got next month, eh?

NEXT MONTH

NOT SEGA RALLY...

Okay, we know we promised you a review of this, and in big letters too (on page 85, fact-fiends), but it seems unlikely we're going to get it, what with its Japanese street date set for the 29th December. So, to make up for it we've got...

VIRTUA FIGHTER 2

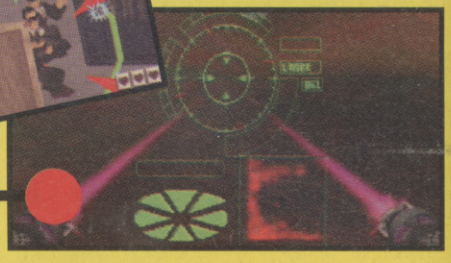
It's hard to believe the wait is actually over, but sure enough we've got the full review of Saturn Virtua Fighter 2 next month. Everything you need to know about the home version of the greatest fighting game ever. Plus...

VIRTUA COP

We've got the game, we've got the gun. We've got the full review of what is being hailed as the most arcade perfect conversion ever. Prepare to be stunned!

KRAZY IVAN

Sony Interactive continue their Playstation onslaught, this time with giant robot warfare. We test-drive the full-range of stomping dreadnoughts!

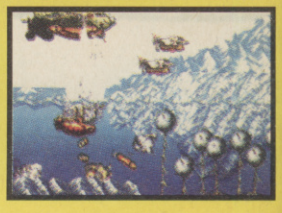


X-MEN: CHILDREN OF THE ATOM

Capcom's incredible superhero beat 'em up arrives on the Saturn and it promises to be one of the hottest Saturn titles yet.

IN THE HUNT

It's scrolling shoot 'em up action ahoy in the classic R-Type vein – only it all takes place underwater! Well actually, it takes place on the Playstation and Saturn.



NINTENDO 64

At the prestigious Shoshinkai Show in Japan, Nintendo are going to reveal the single hottest item in console history, and we're not talking about thermal Mario slippers. CVG are going to be there to give you the full report

NINTENDO 64

TEAM 47 GOMAN

Yet more giant robot action on the Playstation. You may not know much about this little-known Japanese shoot 'em up yet, but we assure you, you're going to be amazed!

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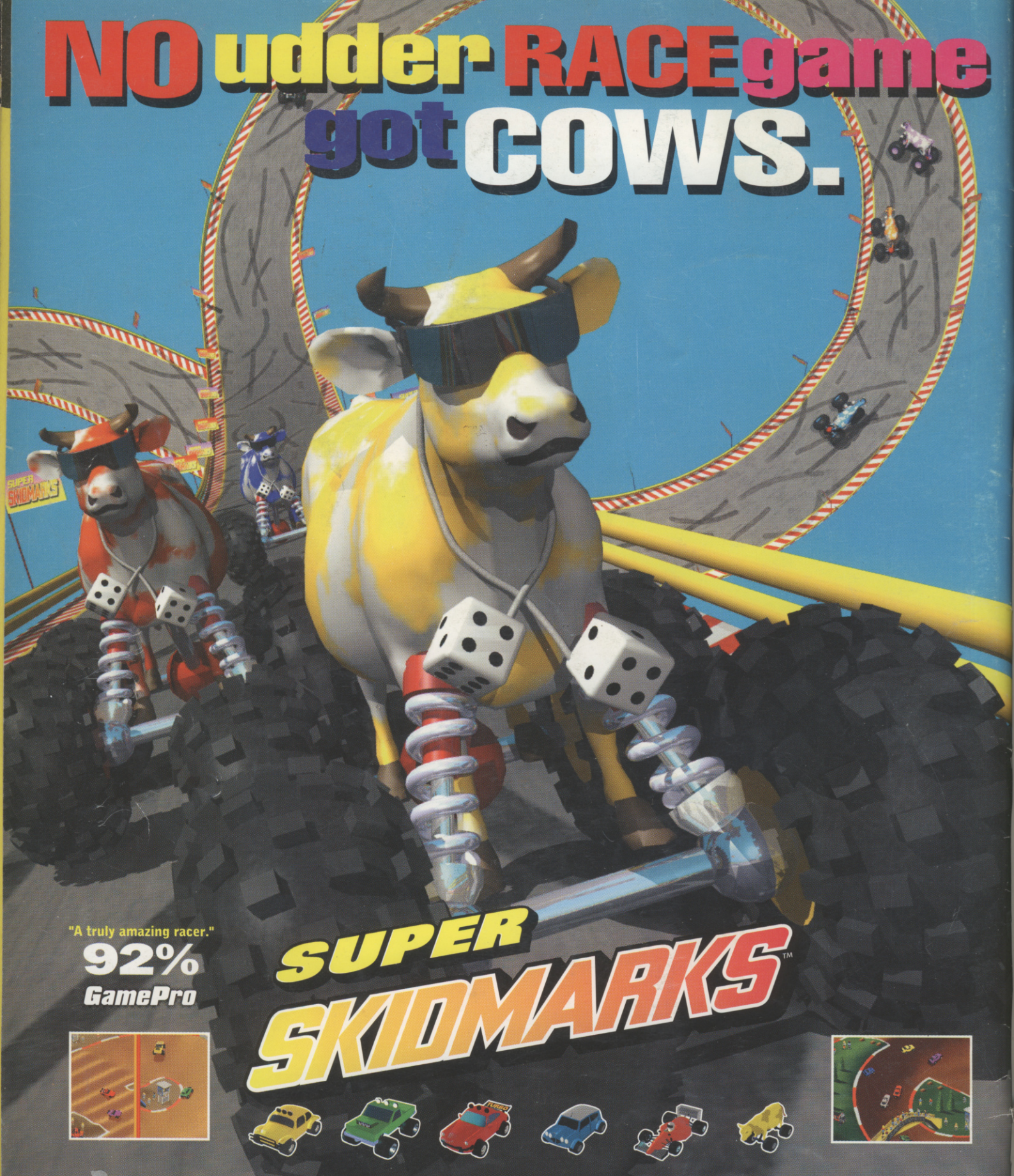
CVG 12

NO udder RACE game got COWS.



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